



TechLife

NEWS

**FREE
STREAMING**
BATTLE OVER THE
FUTURE OF CONTENT

**INTERNET
CONNECTED**
APPLE'S SIRI HAS NEW ROLE
IN 'SMART' HOME SYSTEMS

AUGMENTED REALITY

THE NEXT STEP
FOR GADGETS



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SUMMARY

<i>GOPRO GETS REAL... VIRTUALLY REAL</i>	06
<i>MCCARTNEY SAYS HE'S GIVEN UP POT NOW THAT HE'S A GRANDDAD</i>	10
<i>FCC HEAD UNVEILS PROPOSAL TO NARROW 'DIGITAL DIVIDE'</i>	12
<i>RIHANNA IN CUBA'S CAPITAL TO RECORD MUSIC VIDEO</i>	18
<i>WHERE CAITLYN JENNER FOUND HER VANITY FAIR STYLE INSPIRATION</i>	20
<i>CLASHES BETWEEN LIVE STREAMING AND PAID TV</i>	26
<i>GOOGLE OFFERS UNLIMITED FREE STORAGE OF PHOTOS, VIDEOS</i>	42
<i>'OFFICE' COLLEAGUES KALING, NOVAK CONFIRM BOOK PROJECT</i>	46
<i>GOOGLE UNVEILS ANDROID'S LATEST TECHNOLOGICAL TRICKS</i>	50
<i>TRACY MORGAN: BAD DAYS AND GOOD DAYS A YEAR AFTER LIMO CRASH</i>	56
<i>AUGMENTED REALITY: THE NEXT STEP FOR GADGETS</i>	60
<i>WOMAN TOSSES APPLE COMPUTER THAT TURNS OUT TO BE WORTH \$200K</i>	78
<i>NEW GODZILLA VIDEO GAME STEERS CLEAR OF NUCLEAR REFERENCES</i>	82
<i>SUMMERTIME AND TV ARE HEATING UP WITH NEW, RETURNING SHOWS</i>	88
<i>iTUNES REVIEW</i>	96
<i>APPLE'S SIRI HAS NEW ROLE IN NEW 'SMART' HOME SYSTEMS</i>	114
<i>'AMERICA'S GOT TALENT' RETURNS TO TOP OF RATINGS</i>	118
<i>MICHELLE VEINTIMILLA ON BROADWAY PLAYING YOUNG CHITA RIVERA</i>	122
<i>GOOGLE TRIES TO DEMYSTIFY PRIVACY CONTROLS WITH NEW APPROACH</i>	128
<i>'FIFTY SHADES OF GREY' SEQUEL TO BE PUBLISHED JUNE 18</i>	134
<i>NEW DISNEY TOYS COMBINE HIGH-TECH GADGETS, OLD-SCHOOL PLAY</i>	136
<i>SCIENCE: THE FLIP SIDE OF YEARS OF NO HURRICANES: GOOD LUCK RUNS OUT</i>	142
<i>HEALTH: FORMER QUADRIPLLEGIC RUNS, WALKS TO SHOW OTHERS THEY CAN</i>	154
<i>HOLLYWOOD DIPPING TOES INTO VIRTUAL REALITY WORLDS</i>	162
<i>CLINT EASTWOOD TO MAKE BIOPIC OF PILOT 'SULLY' SULLENBERGER</i>	170
<i>DONATION LITTLE HINDRANCE TO STEPHANOPOULOS INTERVIEWS</i>	174

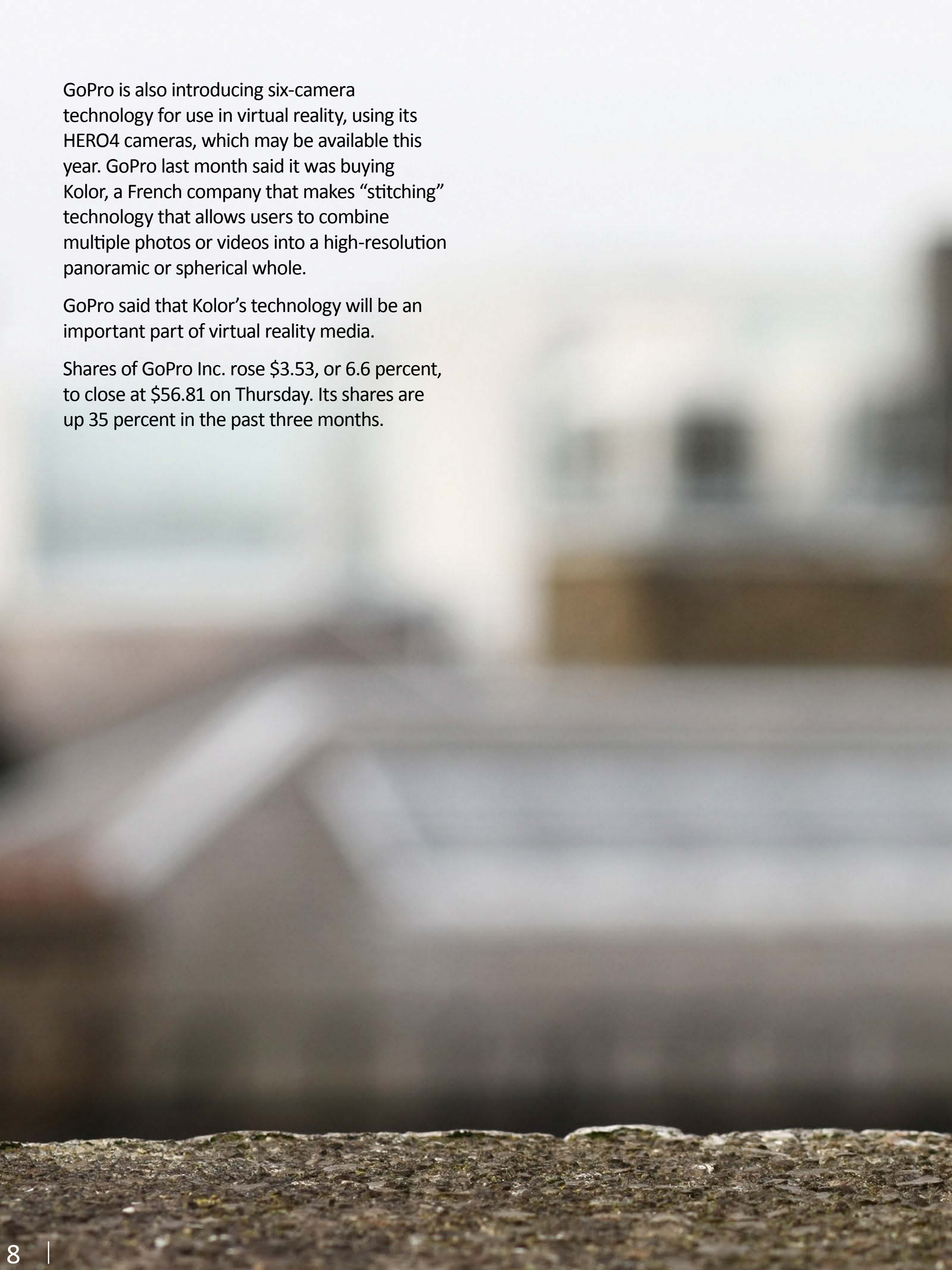
GOPRO GETS REAL... VIRTUALLY REAL

Shares of GoPro jumped to a five-month high last week after the company's CEO said the company is getting into the drone and virtual reality business.

The company already dominates the action video camera market and its entry into the fast-growing field of drones and virtual reality sent shares up 3 percent early Thursday.

Nick Woodman, who also founded the company, said at the Code Conference in California, that GoPro will come out with a quadcopter drone geared toward consumers in the first half of 2016.





GoPro is also introducing six-camera technology for use in virtual reality, using its HERO4 cameras, which may be available this year. GoPro last month said it was buying Kolor, a French company that makes “stitching” technology that allows users to combine multiple photos or videos into a high-resolution panoramic or spherical whole.

GoPro said that Kolor’s technology will be an important part of virtual reality media.

Shares of GoPro Inc. rose \$3.53, or 6.6 percent, to close at \$56.81 on Thursday. Its shares are up 35 percent in the past three months.







MCCARTNEY SAYS HE'S GIVEN UP POT NOW THAT HE'S A GRANDDAD

Paul McCartney says he has given up marijuana after many years of indulgence and now prefers wine or “a nice margarita.”

The former Beatle told the Daily Mirror he doesn't want to set a bad example for his children and grandchildren by using marijuana. He said Saturday his decision is “a parent thing.”

He says “the last time I smoked was a long time ago.”

McCartney had been a long-time marijuana user who spent 10 nights in jail after he was arrested trying to enter Japan with a large quantity of the drug in 1980.

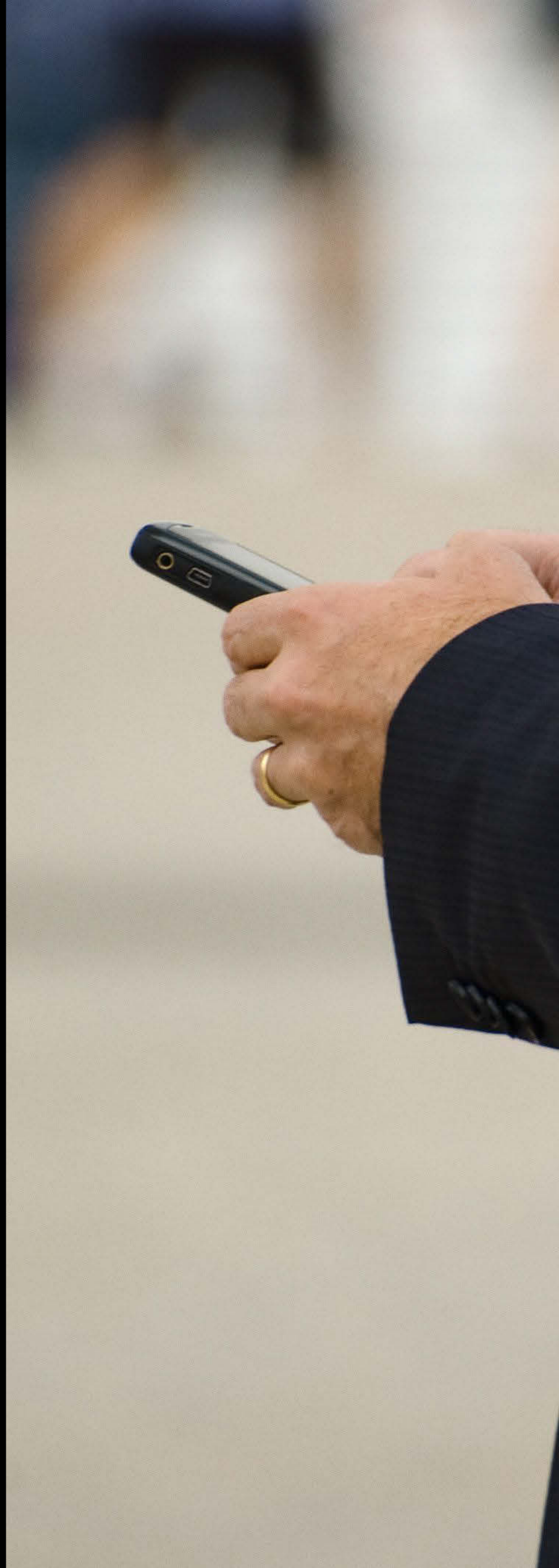
The 72-year-old British rock/pop star is fit and has long advocated a vegetarian lifestyle. He continues to perform for adoring crowds worldwide.

FCC HEAD UNVEILS PROPOSAL TO NARROW 'DIGITAL DIVIDE'

The head of the Federal Communications Commission is proposing that the government agency expand a phone subsidy program for the poor to include Internet access.

The FCC Chairman Tom Wheeler, has emphasized that Internet access is a critical component of modern life, key education, communication and finding a keeping a job.

With the net neutrality rules released earlier this year, the agency redefined broadband as a public utility, like the telephone, giving it stricter oversight on how online content gets to consumers. That triggered lawsuits from Internet service providers.









The proposal Thursday to expand the Lifeline phone program to Internet service aims to narrow the “digital divide” - those with access to the Internet and other modern technologies and those without.

According to a Pew Research Center report from 2013, 70 percent of U.S. adults have a high-speed Internet connection at home. Only 54 percent of households earnings less than \$30,000 a year do. The FCC says low-income Americans are more likely to rely on smartphones for Internet access. According to the Pew report, 67 percent of households that make less than \$30,000 a year have home broadband or a smartphone.

Lifeline was started in 1985 and expanded to include wireless phones in 2005. The FCC’s proposal calls for extending Lifeline’s \$9.25 monthly credit to give low-income households a choice of phone service or Internet access, via a wire to the home or a smartphone.





“Voice is no longer sufficient to be able to participate in society today,” said Harold Feld of Public Knowledge, a consumer advocacy group. “The broad assumption is that you’ve got broadband access somehow.”

But Lifeline has been criticized for being susceptible to fraud, and the proposal may get pushback from Republicans. The FCC’s proposal says it will build on anti-fraud measures that were put in place in 2012, such as extending the period that providers must keep documents on customers’ eligibility for the programs.

Senator David Vitter, R-La., said in a statement Thursday that the FCC has “failed to manage Lifeline efficiently in its current form, and I cannot support any expansion of a program that has so few safeguards in place to protect the legitimacy of the program and the American taxpayers who pay into it.”

FCC commissioners will vote in June on whether to proceed with expanding Lifeline to broadband service.

In 2014, Lifeline served 12 million households and cost \$1.7 billion, paid for by surcharges on the country’s telephone customer bills.

Eligibility depends on income being at or less than 135 percent of the federal government’s poverty line, or participation in programs including Medicaid, food stamps or free school lunch.

As Internet access is often more expensive than \$9.25 a month, program participants may have to pay an additional amount for service.

Some broadband providers already offer low-cost Internet to households that get food stamps or are in the school lunch program. But Comcast’s \$10-a-month Internet Essentials program, for example, has been criticized as having too-slow speeds of up to 5 megabits per second and for too few people being eligible.

The FCC defines broadband as having download speeds of 25 megabits per second and higher.

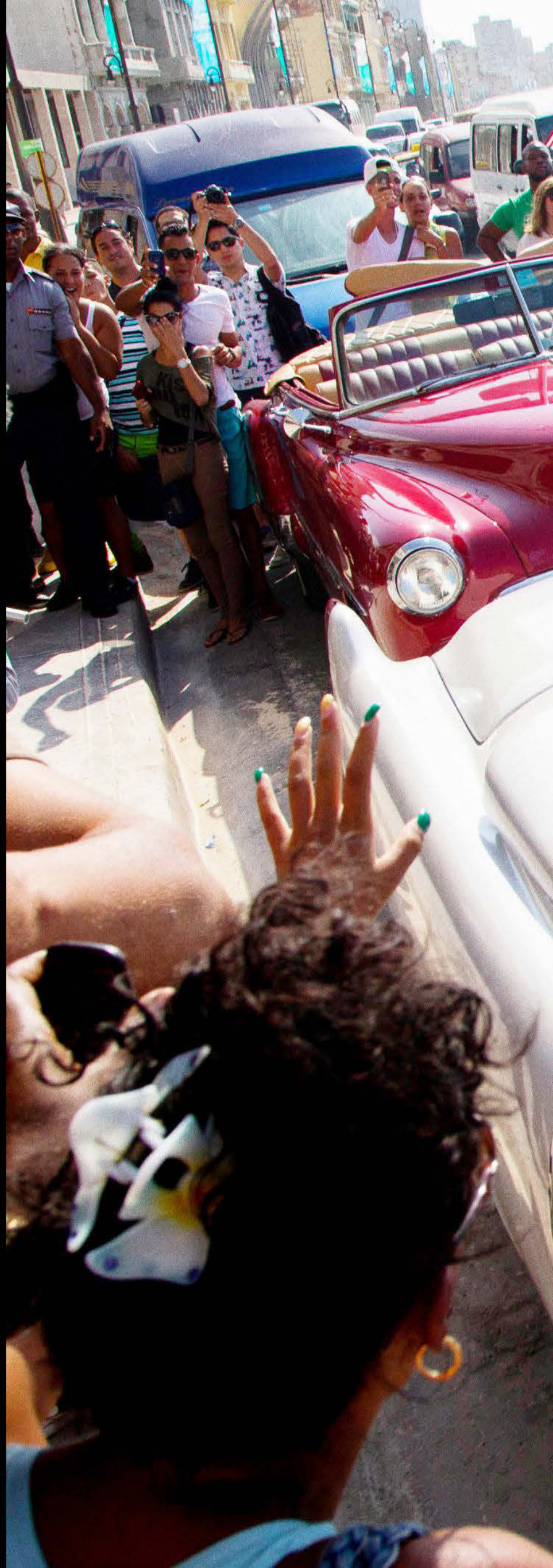
RIHANNA IN CUBA'S CAPITAL TO RECORD MUSIC VIDEO

Pop star Rihanna drew a crowd Friday while cruising down Havana's Malecon shore boulevard in a classic American convertible from the 1950s.

Children and young people swarmed around the car, using their cellphones to snap pictures of the singer while security guards kept them from getting too close.

Cuban state media say Rihanna arrived in Cuba on Wednesday and made an unannounced appearance at the La Fontana restaurant.

The media reports say she also has recorded video footage in the capital's central district of El Vedado and at the La Guarida restaurant, where the Cuban movie "Strawberry and Chocolate" was filmed.









WHERE CAITLYN JENNER FOUND HER VANITY FAIR STYLE INSPIRATION

The stealth Caitlyn Jenner cover shoot for Vanity Fair sprang from her chats with the magazine's fashion and style director, Jessica Diehl, about inspirations ranging from Lauren Bacall to "The Thomas Crown Affair."

In an interview released by the magazine, Diehl called Jenner "all-American in so many ways," style wise.

"She has certain ideas about what she feels great in. But those ideas are still forming and taking shape. There will be some experimentation and trying things. Welcome to the world of women's fashion!"

SAMSUNG



44%

18:09

1 / 1 photos


VANITY FAIR



“Call me Caitlyn”

by RUTH BISSINGER Photos by ANNIE LEIBOVITZ





It's not always smooth sailing, but I think she has a pretty good idea of what makes her feel good, and those are classic silhouettes," Diehl said.

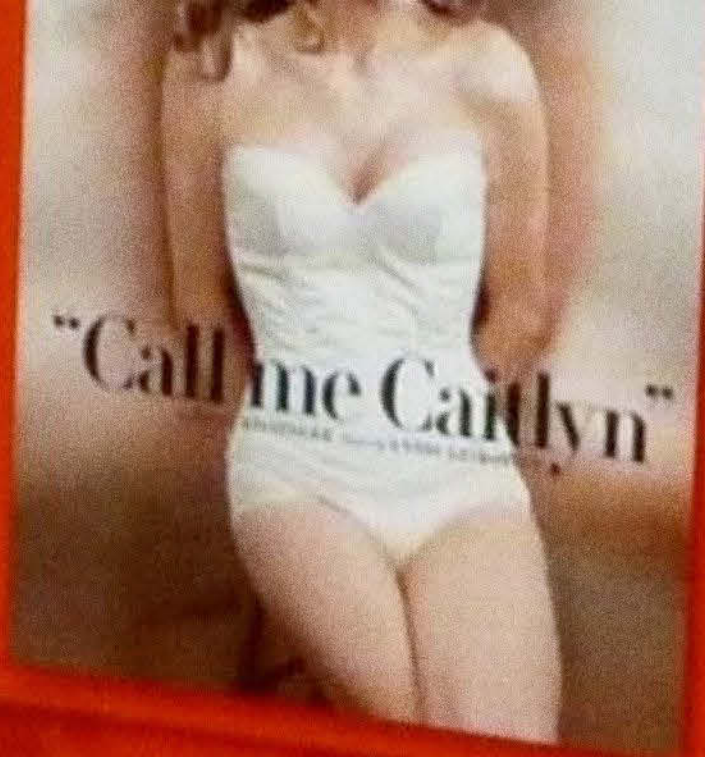
Jenner's debut as Caitlyn for the July cover was released online Monday and will hit newsstands June 9. Downloads of an inside photo spread and the story written by Buzz Bissinger were made available.

The cover shows Jenner seated, legs crossed, on a high stool wearing a Trashy Lingerie creamy corset and panties paired with the headline: "Call Me Caitlyn." Annie Leibovitz shot the photo and several more with Jenner in a gold-sequin gown by Halston Heritage and another off-the-shoulder black number by Zac Posen.

Jenner wore a tight Donna Karan New York red mini-dress for one shot that had her in the driver's seat of the \$180,000 Porsche purchased for Bruce Jenner by ex-wife Kris Jenner. Other photos showed her in a black lace corset by Agent Provocateur and a top and skirt by Herve Leger as she lounged on the couch of her Malibu, California, beach house.

"She has a fantastic physique. It's just a totally well-taken-care-of physique. She's an athlete, so the muscle tone is incredible. She's slim, and her proportions are very easy to dress," Diehl said in the question-and-answer format interview.

Eric Wilson, fashion news director for InStyle magazine, said the Old Hollywood feel in some looks evoked a precise beauty. "I think they were pretty smart not to go into recent runway fashion or any of the 8,000 super-cool designers of the moment that Kanye and Kim are such enthusiastic supporters of because this reads as a personal story," he explained Tuesday, referring to Jenner's stepdaughter Kim Kardashian and her husband, a designer himself. Diehl, who has worked numerous covers for the magazine, said she didn't have long to style Jenner because of the need for extreme secrecy.



"Call me Caitlyn"

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W

"C



"Normally we go to, I don't know, Valentino or Armani, and say we are shooting a cover and ask if they can give us some clothes (to borrow). For this, I had to go into stores incognito, so to speak - not like anyone would know what I looked like anyway - and buy stuff. That was actually what was fun. It was like Vanity Fair: Off the Rack."

Diehl did sit down with Jenner at her Malibu home for a couple of hours to talk style and inspirations.

"Coming from a very fashion-forward family, we sort of thought that the nicest thing to do was to focus on style over fashion. Nothing too bling or too shiny. Kind of keeping it more in the style arena rather than hardcore fashion arena," she said.

The cover was quite deliberate, Diehl said, considering the months of intense scrutiny leading to Caitlyn's grand unveiling.

"It had a lot to do with the idea that there is so much artifice everywhere in the world and the world of red carpet dressing, and even with magazines, there is artifice in everything we do. That can be wonderful because it is fun," she said.

"But there was a stripped-down idea there that sort of felt like underneath all of this excitement and newsworthiness is the soul of a woman. And that didn't need a lot of covering up. It was not meant to be risqué in any way. It was really meant to sort of show with all honesty and purity, 'This is what is going on. Here I am.'"

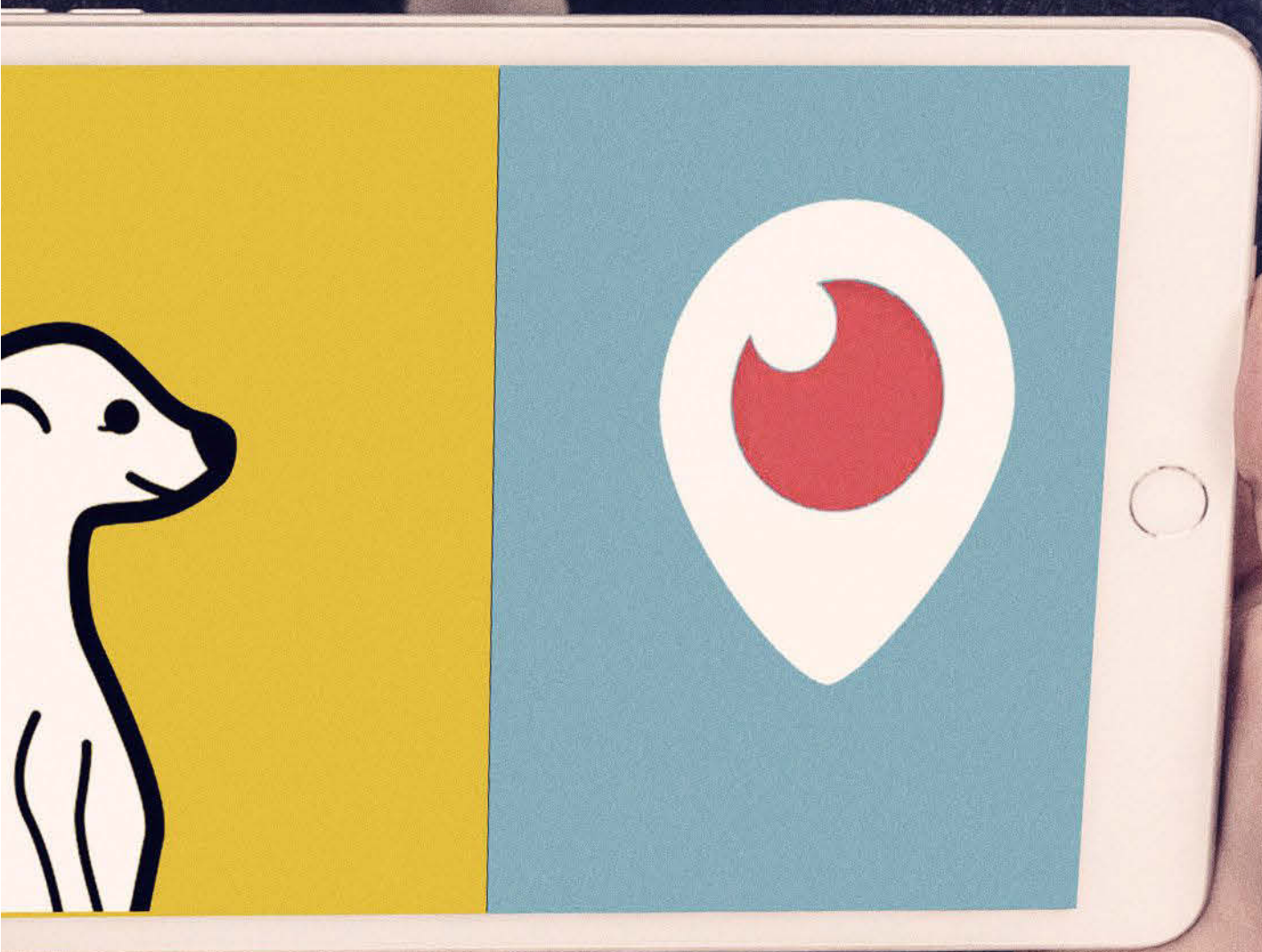
Wilson said those signals were delivered loud and clear. The cover, for him, conjured Marilyn Monroe on the beach, a classic bombshell image of "what femininity has been in our society."

"They really did not take advantage of this person, which is very admirable," he said. "It's a very clean, elegant way to tell that story."

CLASHES BETWEEN LIVE STREAMING AND PAID TV

PERISCOPE AND MEERKAT ANGER TRADITIONAL
CONTENT PROVIDERS









BATTLE OVER THE FUTURE OF CONTENT

We're no longer in the age of the passive consumption of content from whoever will give us it - if the 21st century is characterized by anything as far as content creation is concerned, it is the 'citizen journalist' and the independent, 'amateur' creation of images, text and video on social media platforms like Twitter and YouTube. The growth of live streaming apps is central to this, too - but it's also creating conflict with paid TV providers and other more 'traditionally' placed parties.

Let's consider two live streaming apps, in particular, that have won popularity in recent times. Periscope is Twitter's own app, which allows its users to stream live video for others to watch in real time. Its website speaks of how the team was **"fascinated by the idea of discovering the world through someone else's eyes... we wanted to build the closest thing to teleportation."** **The app appeared on iOS two months ago, its Android variant debuting last week.**

Then, there's Meerkat, which works by much the same premise of enabling its users to live stream video from their mobile device to their Twitter followers. The user simply presses 'Stream' in the app to begin streaming what their phone camera sees, with followers who have the app not only being able to watch others' live streams, but also comment on and interact with them as they happen.

So far, so exciting... but what happens when one uses these aforementioned apps to

record stuff to whom someone else holds copyright or broadcast rights? This is where they come into conflict with the much more traditional world of paid TV, cable content and video services. It's a fight that could get very ugly.

POPULARITY COMING AT A PRICE

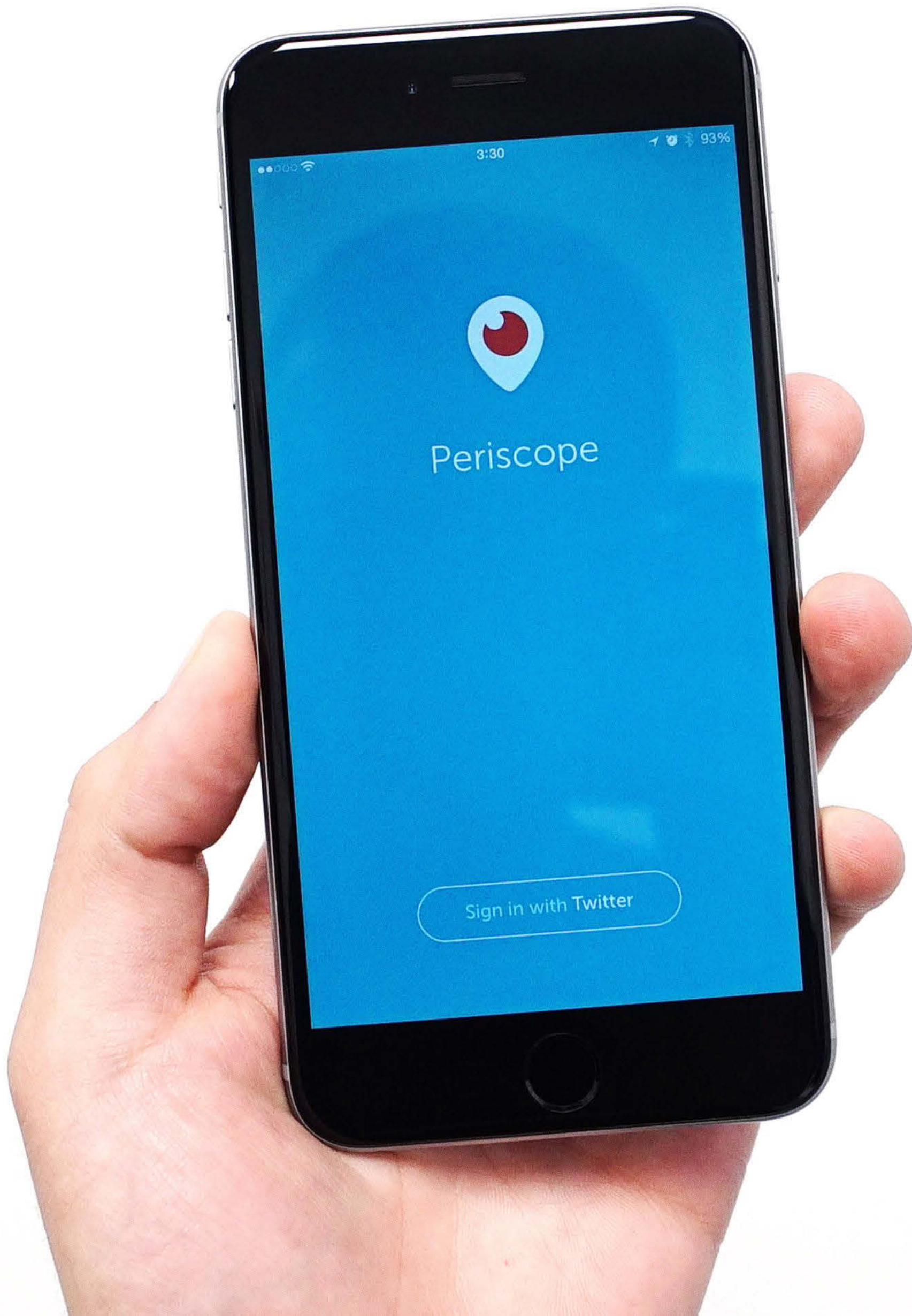
Periscope has already been embraced by celebrities and media personalities as well as citizen journalists, but one entity that isn't such a fan is HBO. It emerged in April that the television network had issued takedown notices to Periscope after **users of the app used it to allow their followers to watch Game of Thrones' fifth-season premiere.**

There have been increasing fears that the app could become more widely used for the illegal broadcasting of TV and movies across the world - fears that only heightened when even the big fight between Floyd Mayweather and Manny Pacquiao was aired across the social network in the same way. **Twitter CEO Dick Costolo even went as far as declaring Periscope to be the "winner" of the night,** meaning that he could hardly plead ignorance about this emerging epidemic to any disgruntled broadcasters.

In this particular instance, those broadcasters were HBO and Showtime. The hundreds of thousands of fans who tolerated a less-than-pinprick-sharp picture quality in exchange for not paying a single cent to watch will not have been welcomed on a night when technical problems broadcasting the fight were also encountered by multiple pay-TV distributors.





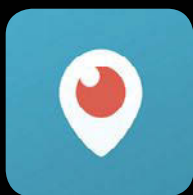


What certainly would have been welcomed - by Costolo, not the pay TV broadcasters - were the one million downloads of Periscope that were racked up within a mere 10 days of its launch. The app's explosive success has been a bright spot for Twitter in light of recent underwhelming first quarter results, but if it also acquires a reputation for facilitating privacy on a monumental scale, one wonders whether the current publicity will have seemed worthwhile.

A RAGING PRIVACY DEBATE

As you might have imagined, the recent broadcasters' proclamations about Periscope and Meerkat haven't been entirely complimentary. In declaring the issuing of takedown notices after the Game of Thrones controversy, a HBO spokeswoman signaled the network's frustration that the Periscope service - while claiming not to support copyright infringement - nonetheless currently depends on users alerting the app to infringements.

The spokeswoman commented: "In general, we feel developers should have tools which proactively prevent mass copyright infringement from occurring on their apps and not be solely reliant upon notifications." She presumably had in mind something like Google's Content ID system, which is able to instantly identify forbidden streams. In some cases, such systems have even created opportunities for transactions for legal alternatives to the illegally streamed content.



#01 – Periscope

By Twitter, Inc.

Category: Social Networking

Requires iOS 7.1 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#02 – Meerkat - Live Stream Video

By Life On Air, Inc.

Category: Social Networking

Requires iOS 8.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



However, there is certainly a debate raging over the role of Periscope, Meerkat and other streaming apps in potentially encouraging copyright infringement, and to what extent such infringement may actually matter. With millions of dollars involved in broadcasting deals like those for the big bout, one might imagine that it matters a lot - but not everyone is convinced.



THE CASE FOR PERISCOPE'S DEFENSE

One such skeptic is **WIRED's Brian Barrett**, who in a piece entitled **The Privacy 'Problem' With Periscope Really Isn't One**, said that while "Privacy is a serious issue" and "Live-streaming apps like Periscope and Meerkat have plenty of sticky societal implications", urged against making the "mistake" that these "two indisputable facts... overlap."

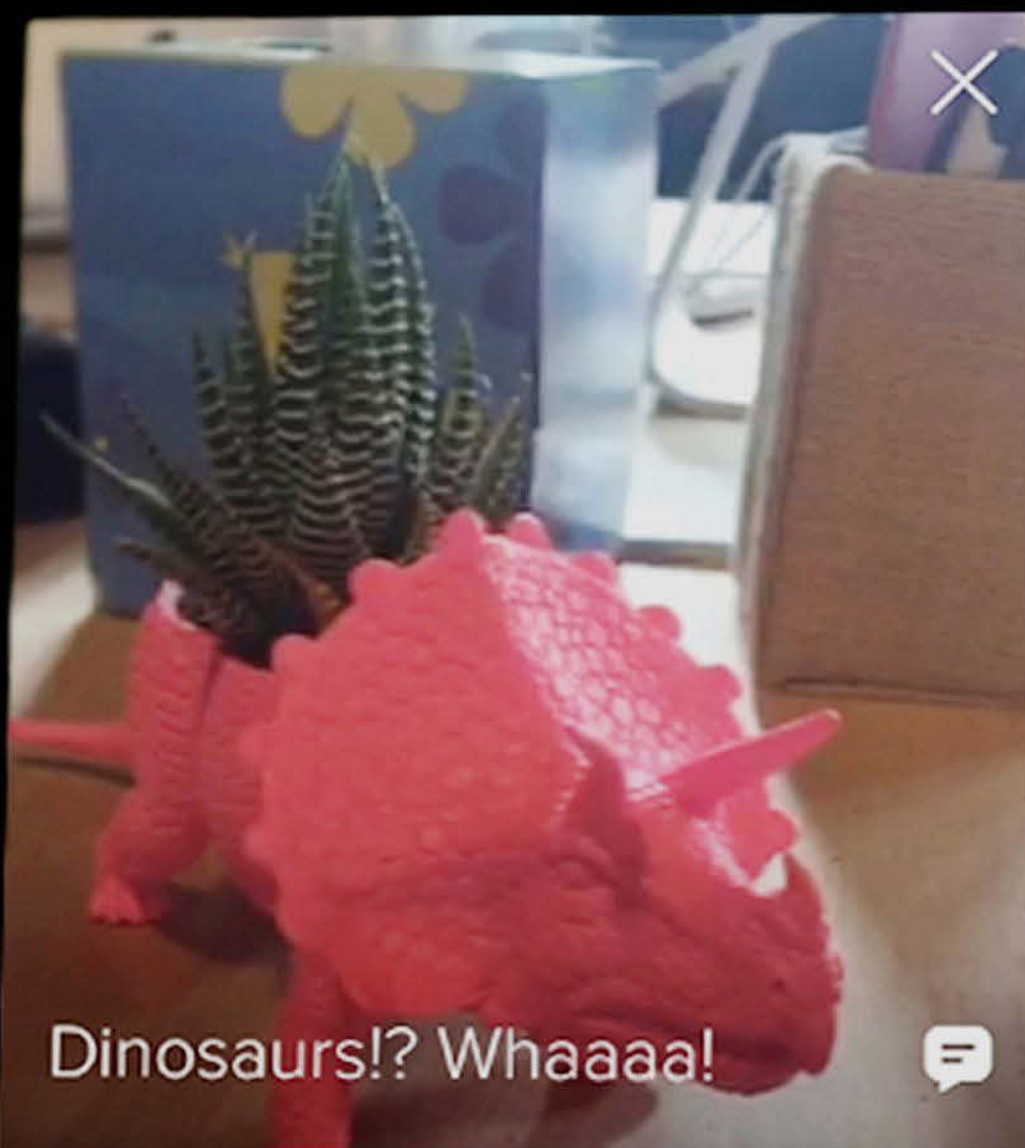
Commenting on what he regarded as the poor experience offered by such apps for those trying to use them to dodge pay TV fees, Barrett continued: "No matter how big a Periscope pirate's TV is, it's going to look mighty small on your smartphone's display. Streaming quality has come a long way over the years, but trusting both your connection and a Periscoper's to hold up for a full hour is a fool's game."

He said that "there are widely varying degrees of bad in this world, and devoting serious resources to Periscope and Meerkat piracy is like swatting away a ladybug in a room full of vipers" - referencing the fact that the first four episodes of season five were, in any case, available in great quality for free on torrent sites before they had even reached television sets.

UNDENIABLE LEGAL QUESTIONS

However, the messy and ambiguous nature of live video also throws up some very intriguing legal questions, going well beyond the question of free live streaming versus more traditional paid TV. What happens when one





Dinosaurs!? Whaaaaa!



Edgar Licea
BROADCASTER



Share Broadcast

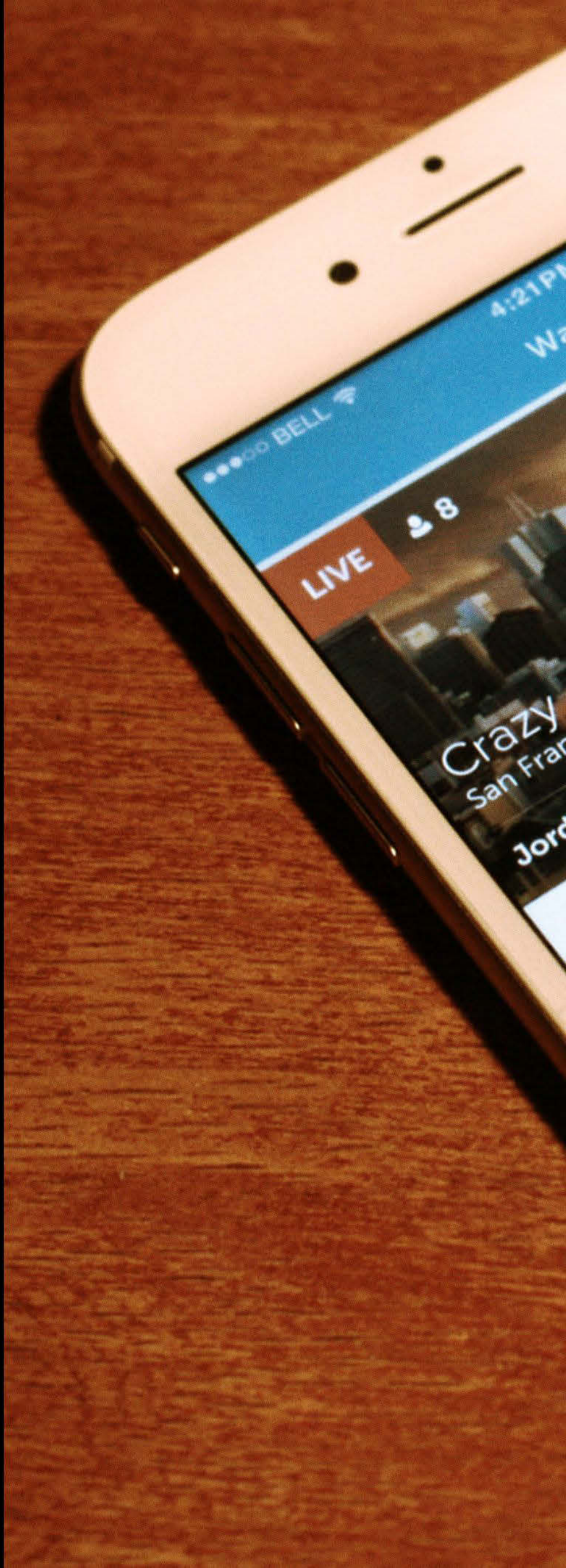
1 LIVE VIEWER

is live streaming events outside, capturing footage of people who may not have agreed to be filmed, as well as other potentially copyrighted content for which permission to record has not been secured?

An attorney and expert in social media and marketing law, Kerry O'Shea Gorgone, has observed that "the immediacy" of live streaming "changes things", pointing out that unlike other video recording apps, **Periscope and Meerkat don't present the user with the opportunity to review the footage prior to it being aired to the world.** She added of the argument about poor quality that "just because the video is bad, that doesn't save you from liability for copyright violations or invasion of privacy."

YouTube is one portal that has had to deal with copyrighted content being uploaded to its service. In the event, it was been shielded from having to pay monetary damages by the Digital Millennium Copyright Act's safe harbor provisions, arguing that it is simply a third party hosting service for what is ultimately posted by its end users. However, the provisions do require YouTube to act quickly in response to copyright holders' valid legal takedown requests.

The aforementioned differences in the format of Meerkat and Periscope make for a different copyright analysis. **On Meerkat, for example, the videos are no longer accessible after broadcast**, while content on Periscope remains available for just 24 hours, giving copyright holders only a narrow window in which to issue a takedown request.





M
atch

sunset right now
San Francisco, US
dan Holland



6 RECENT

FEATURED

FEATURED



Bo Han
Hundreds of elephant seals

1h



Peter Garrett
Coastal Beauty

2h



Maggie Johnson
Olive at the Park

9h




Max Brown
Bowling 101

Keith Riley
Untitled





A close-up photograph of a white smartphone mounted on a black tripod. The phone's screen displays a live stream of a woman sitting on a stage, with a presentation screen behind her. The phone is secured to the tripod with a piece of black tape. The background is a blurred, warm-toned interior space.

AN INTRIGUING - BUT UNCERTAIN - FUTURE

Even with its stellar growth in recent months, mobile live streaming is yet to acquire the truly mainstream status of Instagram or Facebook. Nonetheless, it is certainly on the way there, with the pay TV broadcasters and other more traditional media channels of this world having to ask themselves how best to adapt.

With even the broadcasters that have griped about Periscope and Meerkat actually beginning to use the apps for their own promotional purposes, there are signs that the two worlds could yet co-exist in some degree of harmony. For now, though, the unease continues. ■

by Benjamin Kerry & Gavin Lenaghan

GOOGLE OFFERS UNLIMITED FREE STORAGE OF PHOTOS, VIDEOS

Google is willing to store and organize all of the world's digital photos and videos for free.

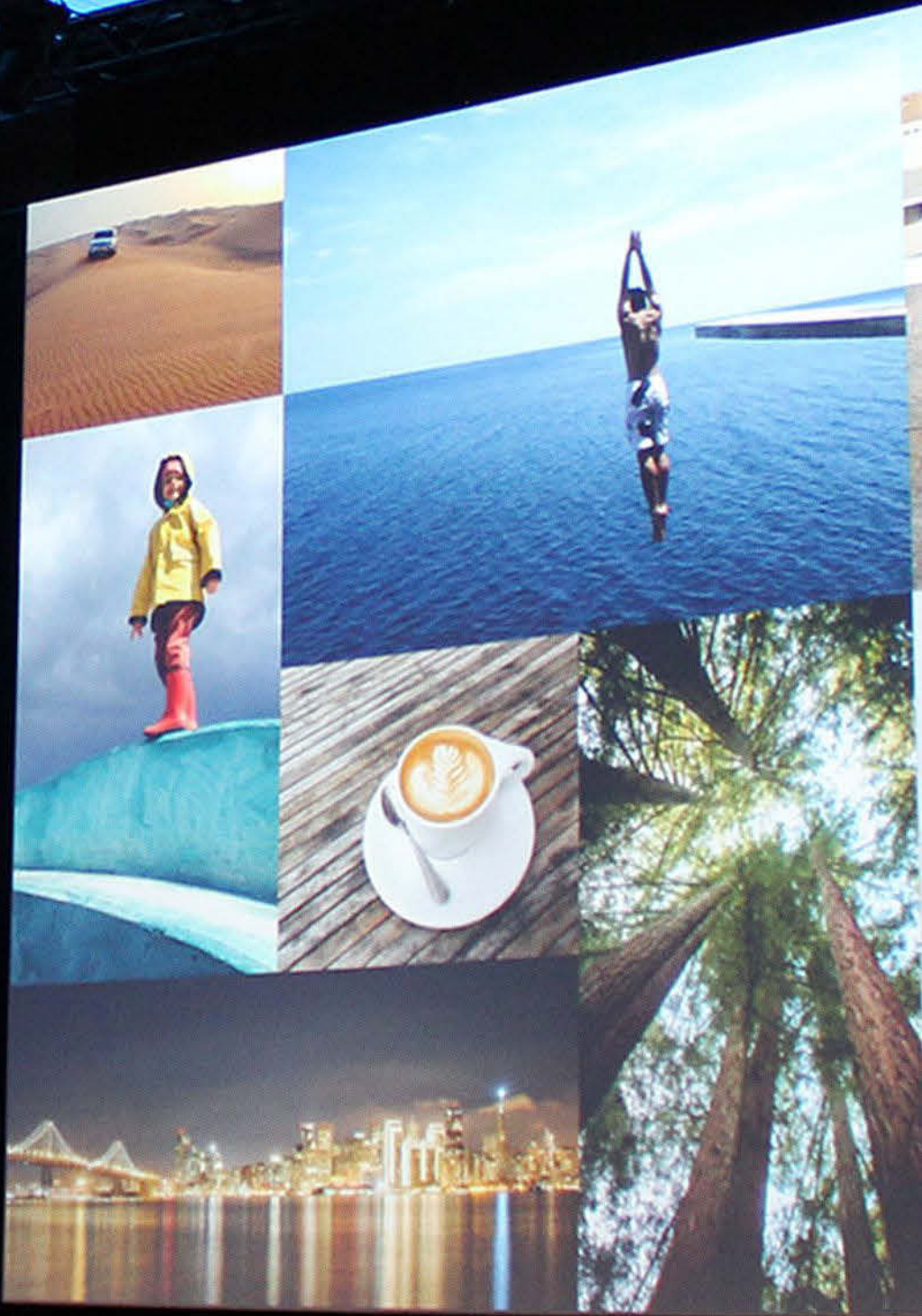
The online photo service announced Thursday is the latest example of Google's desire to wrap its tentacles around virtually every part of people's lives.

Google will provide unlimited storage of all photos up to 16 megapixels and high-definition video up to 1080p.

The service, called Google Photos, will be available as an app on Android and Apple devices, and on a website, <http://photos.google.com>. It's a variation of the photo-management tool on Google Plus, a social networking service that has struggled to compete against Facebook since its 2011 debut.



— Free —
Unlimited
high quality photos and videos





Google Photos





“There has been a renaissance in the thinking of what Google Plus is for,” said Bradley Horowitz, Google’s vice president of photos and streams. Google Plus will stick around, Horowitz said, although it is likely to focus on bringing together people who share common interests and hobbies instead of trying to connect friends and family.

Horowitz predicted Google Photos will free people from the hassles of managing their picture and video libraries, much like Google’s Gmail service eased the burden of sifting through email boxes by offering larger storage capacities and a powerful search engine.

Google Photos is importing technology from Google Plus to automatically sort images into common bundles tied together by a vacation destination, activity, or even species of animal. Other tools will automatically create slideshows and albums accompanied by music.

One of the biggest challenges facing Google Inc. is whether it will be able to lure people away from other services that have been around for years.

Apple has a photo service that offers up to five gigabytes of storage for free and then charges 99 cents per month for an additional 20 gigabytes. Yahoo’s Flickr service offers one terabyte of storage for free - enough to accommodate about five photos per day for the next 60 years.





'OFFICE' COLLEAGUES KALING, NOVAK CONFIRM BOOK PROJECT

Mindy Kaling and BJ Novak say they are indeed writing a book together.

The two were on a panel at BookCon on Saturday at the Javits Center in New York. The panel was organized around Novak interviewing Kaling about her upcoming second book entitled "Why Not Me?" It's due out in September.

The 35-year-olds, who worked together on NBC's comedy "The Office," both as writers, producers and supporting cast members, say they just started working on the book project and it won't be out for a while.





"It's very early in the creative process," Novak said.

Kaling was more enthusiastic.

"It's going to be awesome," she said. "We just started working on it. I love working with him ... and the ideas that we've had so far have been super exciting."

On "The Office," their characters had an on-again off-again dysfunctional relationship and Kaling has publicly said the two have also dated in real life. She now calls Novak her best friend and the two alluded to their romantic history more than once Saturday, to the squeals and laughter of audience members.

Kaling said her first book of essays, 2011's best-selling "Is Everyone Hanging Out without Me (And Other Concerns)" was more to "introduce the world to me." She wrote it while she was still working on "The Office." Her second book focuses on her life since her first book. She describes it as "incredibly honest and vulnerable."

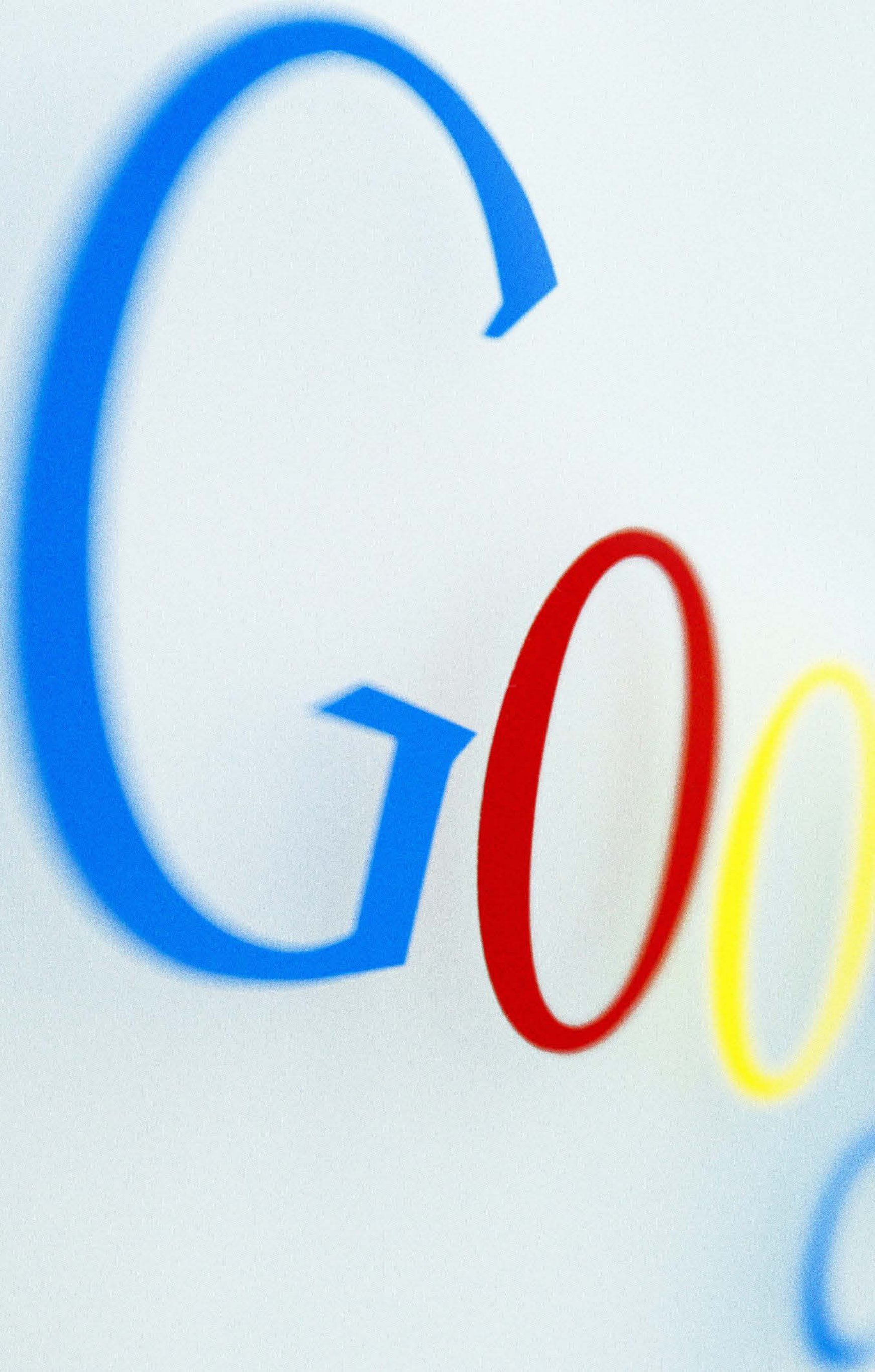
Kaling is also the executive producer and star of "The Mindy Project," a comedy that was just canceled by Fox after three seasons but picked up by Hulu for 26 episodes.

"I'm so excited," said Kaling, adding that the writer's room for that show resumes work on Monday.

Novak is also a best-selling author. He released a book of short stories and a children's book last year.

BookCon a two-day, literary version of Comic-Con, is designed to drum up excitement from fans about books and reading. Other famous authors taking part include young-adult authors John Green and Judy Blume.

Online: <http://theconcernsofmindykaling.com>



GOOGLE UNVEILS ANDROID'S LATEST TECHNOLOGICAL TRICKS

Google's next version of its Android operating system will boast new ways to fetch information, pay merchants and protect privacy on mobile devices as the Internet company duels with Apple in the quest to make their technology indispensable.

The upgrade will give Android's personal assistant, Google Now, expanded powers of intuition that may be greeted as a great convenience to some and a tad too creepy for others.

Most of the renovations unveiled Thursday at Google's annual developers' conference won't be available until late summer or early fall, around the same time that Apple is expected to release the latest overhaul of the iOS software that powers the iPhone and iPad.

The annual changes to Android and iOS are becoming increasingly important as people become more dependent on smartphones to manage their lives. Android holds about an 80





percent share of the worldwide smartphone market, with iOS a distant second at 16 percent, according to the research firm International Data Corp.

Both Google and Apple are vying to make their products even more ubiquitous by transplanting much of their mobile technology into automobiles and Internet-connected televisions and appliances. Google hopes to play a prominent role in the management of home security and appliances with a new operating system called Brillo that will interact with Android devices.

Here's a closer look at some of the key features in the upcoming Android upgrade, currently known simply as "M":

NOW ON TAP

Google Now currently learns a user's interests and habits by analyzing search requests and scanning emails so it can automatically present helpful information, such as the latest news about a favorite sports team or how long it will take to get to work.

With the M upgrade, users will be able to summon Google Now to scan whatever content might be on a mobile device's screen so it can present pertinent information about the topic of a text, a song, a video clip or an article.

The new Android feature, called "Now on Tap," will be activated by holding down the device's home button or speaking, "OK Google," into the microphone. That action will prompt Now on Tap to scan the screen in attempt to figure out how to be the most helpful. Or, if speaking, users can just say what they are seeking, such as "Who sings this?"

Google is hoping to provide Android users with what they need at the precise moment they need it without forcing them to hopscotch from one app to another.

MOBILE PAYMENT DO-OVER

Android M will include an alternative to the mobile payment system that Apple introduced last fall. Google's response, called Android Pay, will replace Google Wallet for making mobile purchases in stores and applications. Google Wallet, which came out in 2011, will still work for sending payments from one person to another.

Like Apple's system, Android Pay can be used to store major credit and debit cards in smartphones that can be used to pay merchants equipped with terminals that work with the technology. Android Pay will also work on devices running on the KitKat and Lollipop versions of Android released the past two years.

PROTECTING PRIVACY


Android M will be compatible with fingerprint scanners so device users can verify their identities by pressing a button instead of entering a passcode. Apple's iPhones began using a fingerprint reader in 2013.

Besides supporting fingerprint scanners, Android M will make it easier to users to prevent mobile applications from grabbing their personal information. Permission will only need to be granted to each app if the access is needed for a specific action. That means Android users won't be asked to share information about their contact lists, photo rolls or locations until an app won't work without it.





TRACY MORGAN: BAD DAYS AND GOOD DAYS A YEAR AFTER LIMO CRASH



Tracy Morgan said Monday he doesn't remember anything about the limo accident that left him in a coma for two weeks, and said that, a year later, he still has bad days as well as good.

Appearing live on the "Today" show for his first public appearance since the accident, Morgan sat clutching a cane and became emotional as he recalled learning after the crash June 7, 2014, that his fellow comedian, James "Jimmy Mack" McNair, was killed.

Morgan then came across a video of McNair's funeral on YouTube, and "I lost it for about a week," he said.





Asked by “Today” host Matt Lauer what it’s been like emotionally, Morgan replied, “Up and down.” He said he had his daughter, son and fiancée, Megan Wollover, “so they keep my spirits up.”

“But the pain is always going to be there for Jimmy Mack,” he added, his voice cracking and his eyes welling. “He was a loving man, a warm man, he was a good man. He’s gone. That’s it.”

Last week Morgan settled a lawsuit with Wal-Mart, which owned the truck that slammed into the back of the limo van carrying him and others on the New Jersey Turnpike. Morgan suffered head trauma, a broken leg and broken ribs.

“I’m happy that Wal-Mart stepped up to the plate in a tremendous way,” he said. “I’m happy they looked out for Jimmy Mack’s family.”

Lauer noted that Morgan typically traveled with his family to comedy performances, but chose not to bring them to the appearance in Delaware he was returning from when the accident occurred.

“I told Megan, ‘You and the baby (daughter) stay home, and we’ll go to Delaware, and I’ll be right back,’” Morgan said.

Speaking of his own continuing recovery, he said, “I have my good days and my bad days, where I forget things. There are times where I get the headaches and the nosebleeds, and I won’t even let my lady know because I don’t want her to be worried about it.”

Asked if he hopes to get back to performing, he replied, with a tear streaking down his cheek, “I love comedy. I’ll never stop loving her. And I can’t wait to get back to her, but right now, my goal is just to heal and get better. Because I’m not 100 percent yet. I’m not. And when I’m there, you’ll know it. I’ll get back to making you laugh. I promise you.”

Augmented reality: the next step for gadgets



Talk of possible Apple role in AR







APPLE'S METAIO PURCHASE TRIGGERS SPECULATION

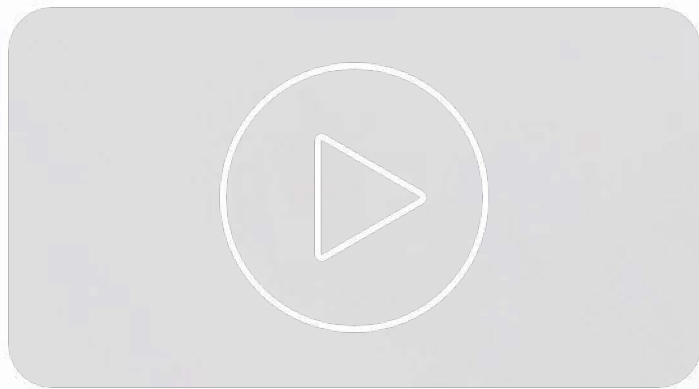
What's the next big thing for gadgets? Virtual reality? Nah - that's a bit old hat. Augmented reality (AR), however, could be the next major area of development, at least if recent moves by many of the tech giants are anything to go by. These culminated just a few days ago in Apple buying the AR specialist Metaio, which has naturally got plenty of people wondering what it could be up to.

First of all, though, let's be absolutely clear about what AR is. Whereas virtual reality concerns the replacement of the real world with a virtual one, AR centers on the augmentation - or supplementation - of one's view of the real, physical environment with such computer-generated sensory output as graphics, sound and video - even GPS data.

As wide-ranging as AR's applications have undoubtedly been already, however, it has often been dismissed so far as a technology only of much relevance in the world of gaming, or even just as a fun gimmick. One **only needs to watch a video demonstration of the many ways in which Metaio's AR software can be used**, however, to get a sense that it could be the definitive up-and-coming consumer technology.

A POTENTIALLY VERY SIGNIFICANT PURCHASE

Apple's purchase of Metaio wasn't greeted with much comment from either company - **Apple simply giving TechCrunch its**



Metaio AR

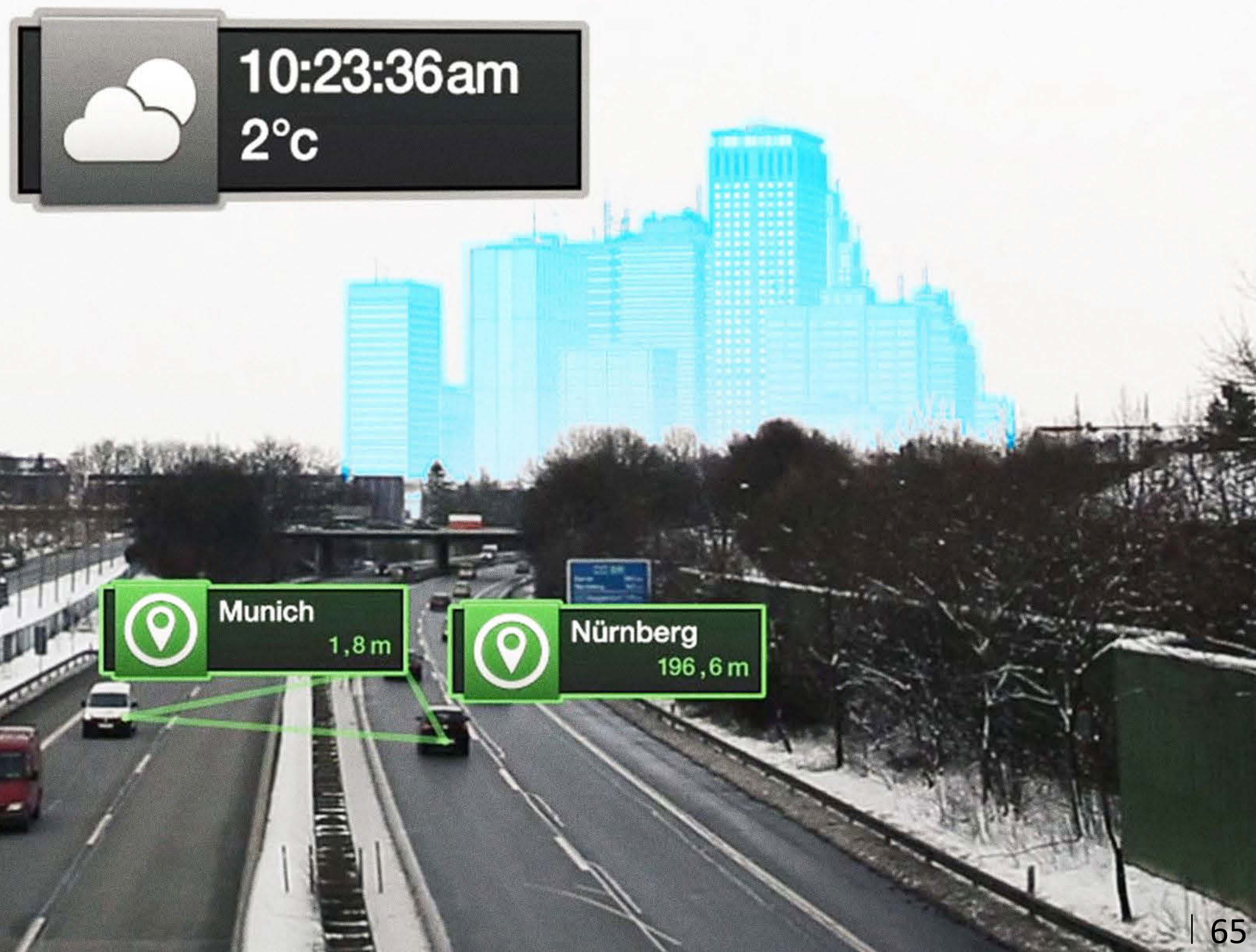


standard reply in such circumstances that "Apple buys smaller technology companies from time to time, and we generally do not discuss our purpose or plans." The Metaio website, meanwhile, confirms that it has ceased to offer existing products and subscriptions for purchase, with email support ending on June 30th.

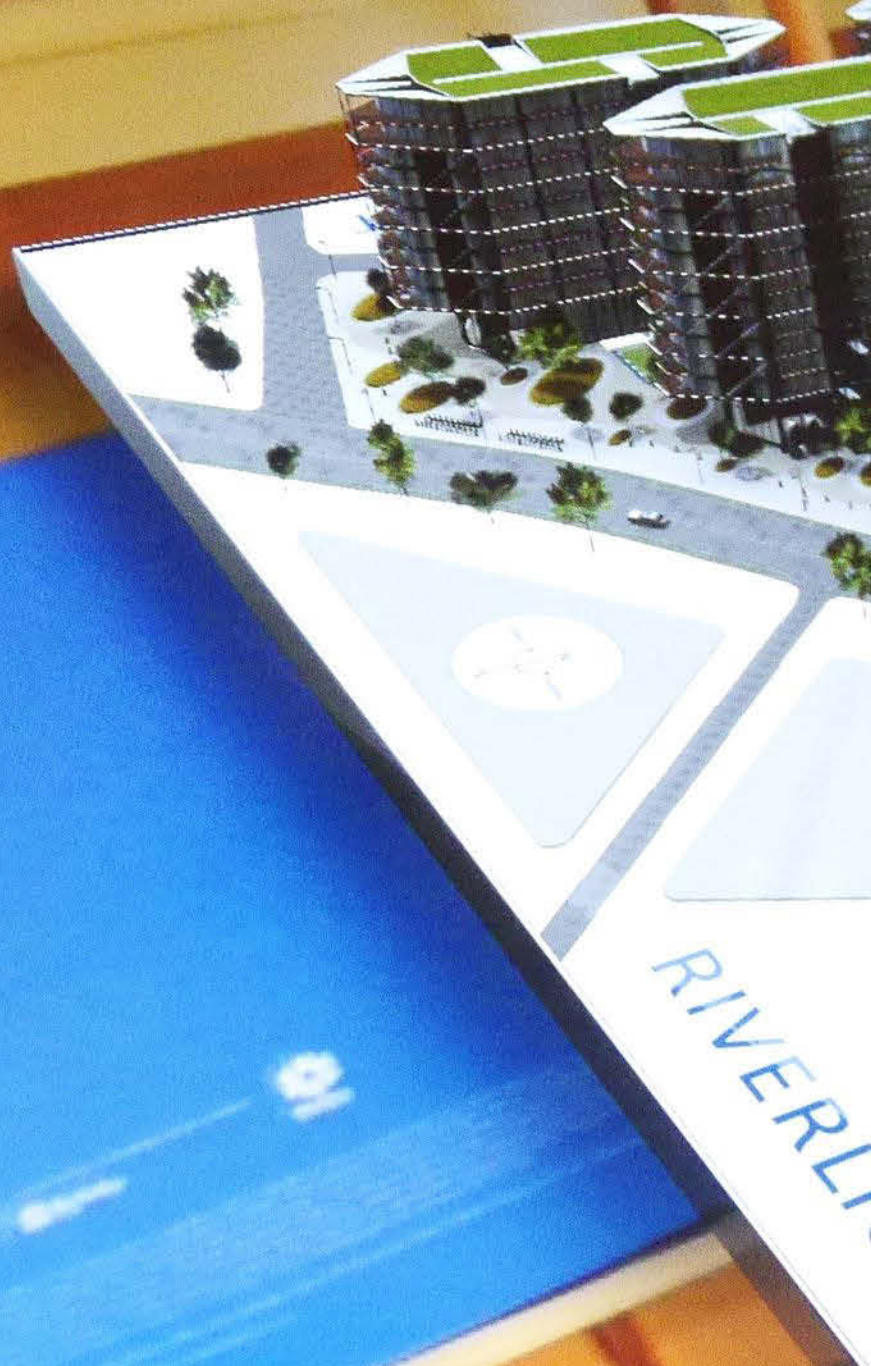
It has been ascertained through a legal document that Metaio came under Apple's ownership late last month - but what are they up to? Well, we suspect that they're up to quite a lot. Metaio started life in 2003

as an offshoot of a project at Volkswagen, and has since become a pioneering force in AR through such impressive undertakings as a showroom app for Ferrari, Ikea's virtual catalog and Audi's digital owner's manual.

Metaio's development of AR tools that use 3D tracking capable devices to develop and deploy AR apps has won it many an admirer, Forbes writer Dave Altavilla observing: "Metaio's demos are probably some of the most impressive I've seen to date, with a good swath of multiple applications and use cases being shown."



iPad



RIVERLI



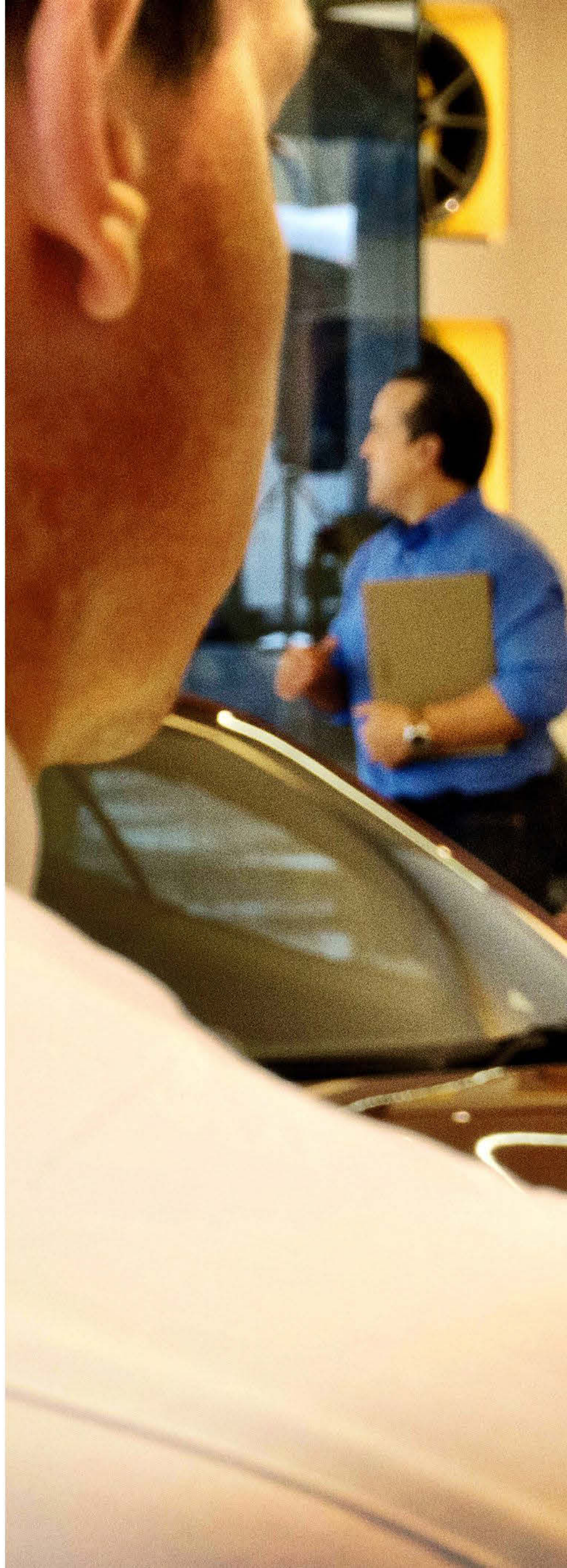


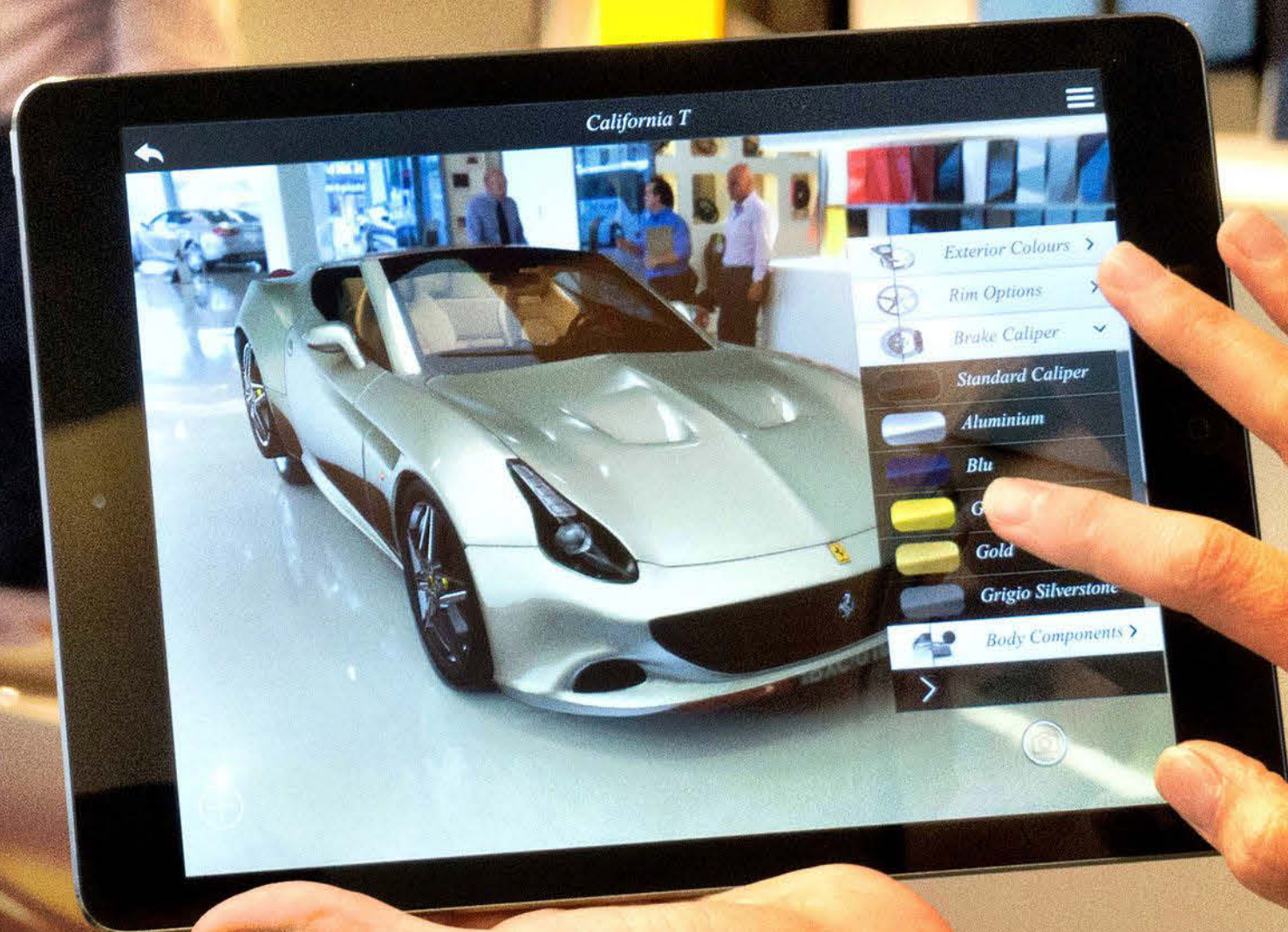
HOW APPLE MIGHT USE METAIO TECHNOLOGIES

Altavilla suggested that the iPad line was the most "natural, immediate" place Metaio technologies could be applied, on the basis that "Tablet platforms have the light-weight portability you need for carrying a 3D mapping-capable device but also have enough mechanical area to house the additional circuitry and camera technology required to implement the design, not to mention the additional CPU and graphics horsepower required."

Apple's relative silence on the Metaio acquisition leaves a lot of speculation to do, but that hasn't stopped the rumor blogs doing precisely that. TechCrunch suggested that Metaio's expertise could be of use to Apple in both its virtual reality and augmented reality projects, particularly in light of such developments as - earlier this year - Apple patenting a VR headset compatible with the iPhone.

Just a day before the Metaio purchase was confirmed, Mark Gurman of 9To5Mac reported that Apple was working on an augmented reality feature for its Maps app that would allow iPhone owners to point their device at a street to discover local businesses or even read the menu and specials of a given restaurant before they walk inside. The potential relevance of Metaio's knowhow for such a feature could not be more obvious.





AR COULD BE CENTRAL TO iOS 9

At the time of typing, we are just days away from the probable introduction to the public of iOS 9 at the Cupertino firm's Worldwide Developers Conference (WWDC), where Gurman has suggested that we will see the unveiling of a major new iOS initiative that has been quietly worked on for some time: 'Proactive'.

'Proactive' is a reported competitor to Google Now on Android devices, leveraging Siri, Contacts, Calendar, Passbook and third-party apps to automatically provide users with information based on their data and device usage patterns, albeit with respect for the iGadget owner's privacy preferences. It is this feature - an evolution of iOS's Spotlight search feature - that will use an AR interface to display personally relevant points of interest via the Maps app.

As well as an augmented reality view for local listings, iOS users will apparently be able to view points of interest on an overhead map with takes into account past searches and user preferences. This latter feature will apparently be called 'Browse Around Me' and resemble a "less flashy version" of the augmented reality feature previously offered by the **social-based search engine company Spotsetter, which was acquired by Apple last year.**

Gurman also said that Apple had considered making this overhauled version of Maps more of a money-spinner by drawing attention within the app to points-of-interest





where Apple Pay can be used. However, this feature seemingly did not make it through the development process. It has been reported that Apple takes 0.15% of every Apple Pay transaction carried out with an iPhone or Apple Watch.

It's far from certain that these all-singing, all-dancing features - which are just some of the mooted aspects of iOS 9 - will see the light of day as soon as this year's WWDC, with Gurman suggesting that the newly updated software may merely offer Browse Around Me for now and save the more extravagant AR feature for later. Nonetheless, these are all signs of how seriously the boys and girls at Cupertino are set to take AR in the future.





PRIMESENSE BUY SUDDENLY MAKING PLENTY OF SENSE

The Metaio news **also provides some interesting context to Apple's then-puzzling 2013 purchase of the Israeli sensor firm PrimeSense**. Prior to its acquisition, the smaller company created hardware capable of "seeing" in three dimensions, its technology finding use in the early versions of Qualcomm's Vuforia AR platform and the iRobot Ava autonomous robot platform, the latter able to independently navigate around new spaces.

This raises the question of whether PrimeSense's and Metaio's respective expertise could be combined in the creation of AR applications that go beyond a flat pane. While one can discern depth from flat images, the most immersive AR experience is surely only possible with some kind of accurate three-dimensional mapping - which was PrimeSense's big specialism.

It's tantalizing to think of all of the ways in which Apple might use AR technology. AR maps and games are the more obvious applications, but it could also have use in filmmaking. It could be used to create a means of intelligently differentiating between actors in a movie and background objects, removing the need for chromakeying, or 'green screening'.





Apple has also shown an interest in light field imaging technology, as indicated by a patent application reported in April, with one other company specializing in this field being Pelican Technology. Indeed, that firm's CEO - Kartik Venkataraman - spoke back in 2013 about how "Instagram applies filters to the whole scene, but this allows you to apply filters to different layers of the scene. This gives the potential for creating much more interesting filters."

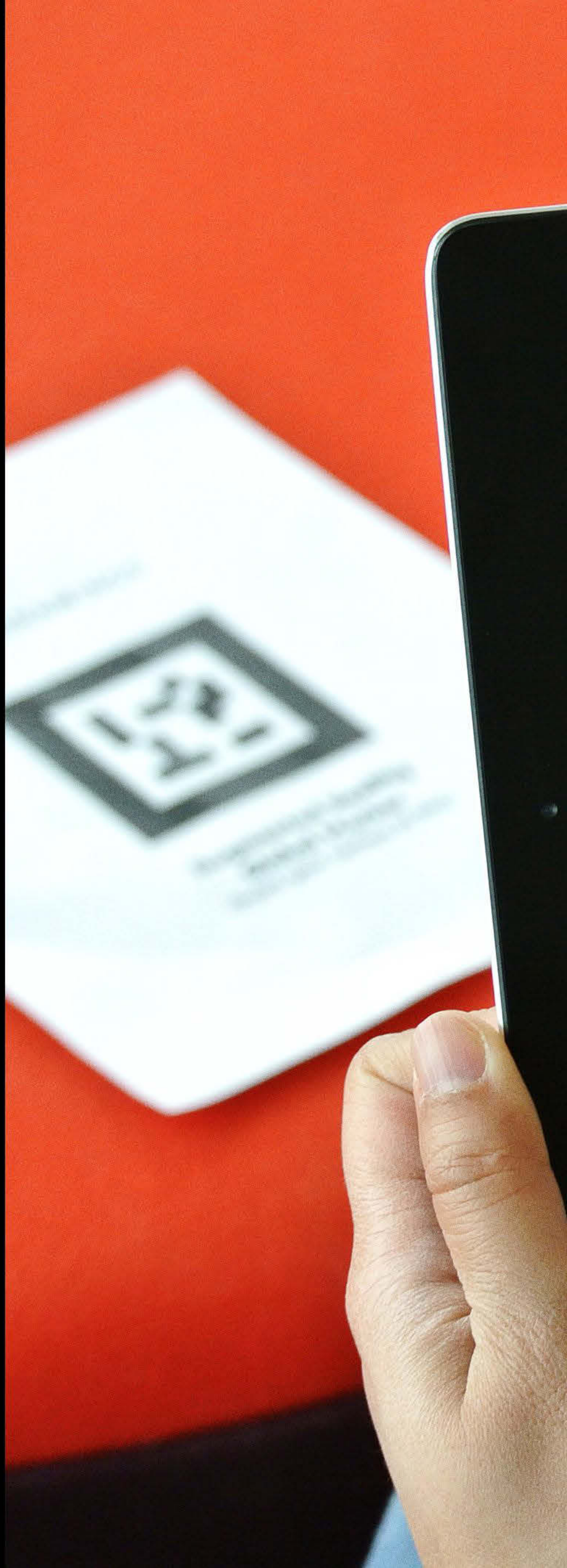
AN EXCITING FUTURE FOR AR

Far from the gimmick that it has long been characterized as, augmented reality only looks likely to gain momentum for much more mainstream and important purposes in the near future.

Apple's millions of dollars of investment indicate that it has ideas for AR that extend well beyond the merely cosmetic or novel. Although we have little way of knowing what those are yet, we suspect that the upcoming WWDC might just give us the first big glimpse into what AR will mean at Cupertino for many years into the future.

Indeed, as **Microsoft continues to press ahead with the HoloLens for release this summer** and other major technology players investigate AR's potential, it may be that the big AR revolution at Apple cannot come too soon. ■

by Benjamin Kerry & Gavin Lenaghan





Power Painter.EASM

POWERPAINTER
5 GPH

AR

Augmented Reality
Global Market
Grand View Research, Inc.

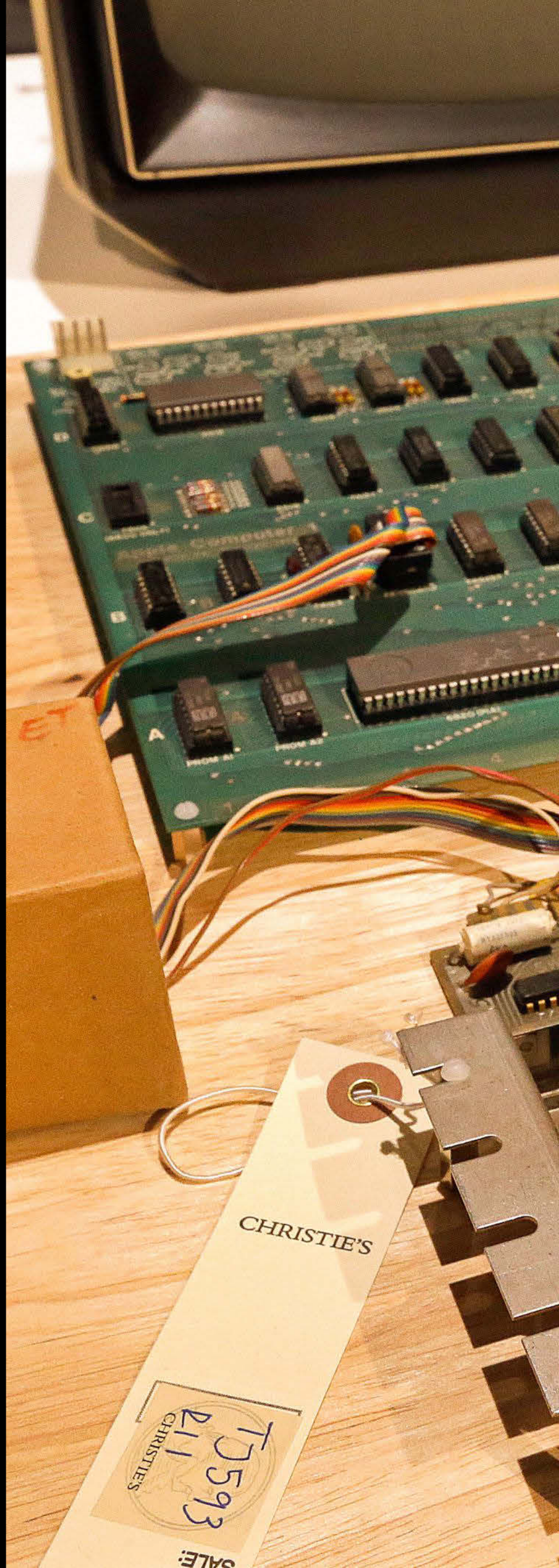
WOMAN TOSSES APPLE COMPUTER THAT TURNS OUT TO BE WORTH \$200K

Her electronic waste is someone else's treasure.

A recycling center in the Silicon Valley is looking for a woman who dropped off an old Apple computer that turned out to be a collectible item worth \$200,000.

The computer was inside boxes of electronics that she had cleaned out from her garage after her husband died, said Victor Gichun, the vice president of Clean Bay Area.

She didn't want a tax receipt or leave her contact information, and it wasn't until a few weeks later that workers opened the boxes to discover an Apple I computer inside.





The San Jose Mercury News reports (<http://bayareane.ws/1QiwrkE>) it was one of only about 200 first-generation desktop computers assembled by Steve Jobs, Steve Wozniak and Ron Wayne in 1976.

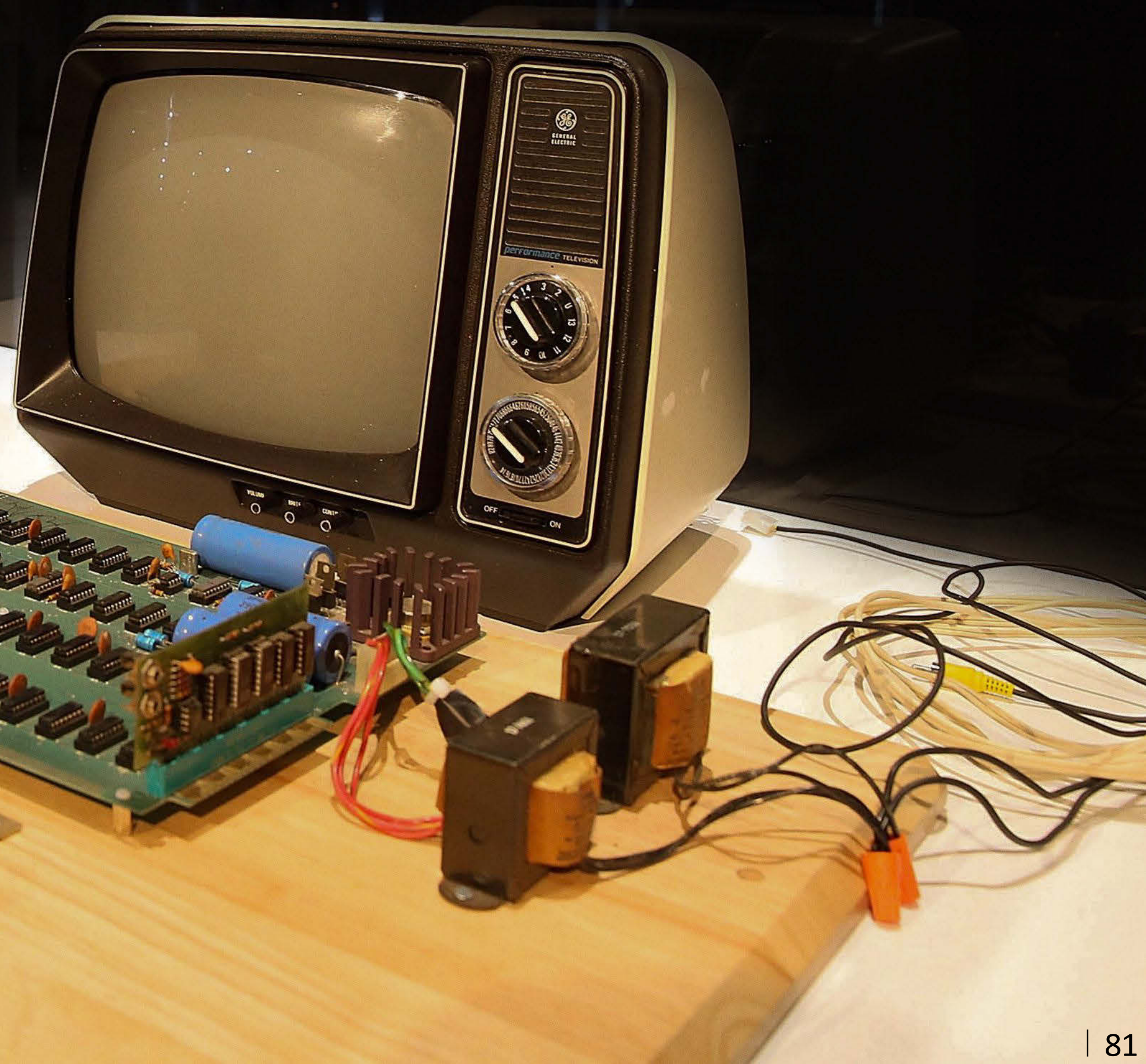
“We really couldn’t believe our eyes. We thought it was fake,” Gichun told KNTV-TV.

The recycling firm sold the Apple I for \$200,000 to a private collection, and because the company gives 50 percent of items sold back to the original owner, Gichun said he wants to split the proceeds with the mystery donor.

He said he remembers what she looks like and is asking her to come back to claim her \$100,000 check.

“To prove who she is,” Gichun said, “I just need to look at her.”





A high-contrast, black and white image of a Godzilla head in profile, facing right. The head is dark and textured, with a large, white, circular eye. The background is a light, grainy grey. Several red, torn-paper-like rectangular shapes are overlaid on the image. One large red rectangle is in the upper left, and another large one is in the center, containing the word 'GODZILLA' in white, bold, sans-serif capital letters. There are also several smaller red rectangles scattered around the main ones.

GODZILLA



NEW GODZILLA VIDEO GAME STEERS CLEAR OF NUCLEAR REFERENCES

Godzillas galore, including last year's Hollywood version, stomp on buildings, thrashing about and breathing fire, in a video game going on sale globally mid-July. But don't expect any references to radiation, the mutant reptile's trademark affliction.

Simply named "Godzilla," it's the first video game devoted to the irradiated creature in a decade. It's also the first such game for the Sony Corp. PlayStation 4 home machine, ensuring dazzling digital graphics.

Shunsuke Fujita, the game's producer, is flush with excitement when he speaks about how he and his team are true Godzilla believers, having grown up on the movies. They were very careful to render what he calls its "totally cool" ferocity.

In the original 1954 movie, Toho Co. studios concocted the giant animal that arose as a mutation from nuclear testing in the Pacific. That had special resonance in Japan as the only nation to have been attacked with nuclear weapons.

Gareth Edwards, the director of the 2014 Hollywood Godzilla, also made a point to include backdrop references to atomic weapons and radiation.





But the game steers clear of the horror of both topics and Fujita is reluctant to explain why. What substitutes for radiation in the game is a reference to “energy,” which Godzilla sucks up to gain strength.

“We realize radiation is something that can never be disassociated with Godzilla,” is all Fujita would say on the topic.

Nuclear issues have become particularly contentious in Japan after the March 2011 tsunami set off three reactor meltdowns at the Fukushima Dai-ichi power plant and irradiated the surrounding area, forcing thousands of residents to evacuate.

Fukushima people face latent prejudice in Japan because of fears, some unfounded, about radiation. Nuclear experts say the levels of exposure were not high or sustained enough to cause widespread health problems but there are some risks, such as the thyroid cancer in youngsters, which is being monitored.

Japan’s 48 nuclear power reactors are now offline for a new regime of safety checks. The government wants to restart them but faces opposition from communities and others worried about radiation.

“We aimed for something that was as close to the original interpretations as possible,” said Fujita, 29, proudly showing how the 1980s Godzilla can be pitted against the Hollywood Godzilla in a demonstration version of the game.

The fascination for the game developers lay in an arty duplication of the shapes and movements of the various Godzillas, and in recreating the rival monsters in the films, such as the dragon-like King Ghidora, Mothra, which resembles a moth, and the obscure Jet Jaguar, according to Fujita.

“Godzilla is not just a villain, it’s also a hero everyone adores, and so this game allows the player to be Godzilla and control Godzilla,” he said.

Toho Co. made 28 films in the Godzilla series, starting from the 1954 classic, until it pulled the plug in 2004. The new game allows players to manipulate the various kinds of Godzillas, including the robotic Mechagodzilla, first featured in the 1974 film.

Meanwhile, a resurgence of Godzilla worship has been increasingly visible in Japan, thanks to the Hollywood film. A new hotel in downtown Tokyo with a Godzilla head perched on it, for instance, is growing into a tourist attraction.

Man Izawa, 56, a sales clerk and Godzilla fan, who believes Godzilla is “the biggest star to come out of Japan,” wonders how the sensitive themes will get addressed when Toho releases a new Godzilla film next year.

“It will be the first Japanese Godzilla after 3.11,” he said, using the widely used term for the Fukushima disaster.

Decommissioning the Fukushima reactors is expected to take about half a century, and scientists are only starting to examine what state the melted cores might be in.

He doesn’t blame people wanting to avoid controversy in a game, which could crimp sales, but he marvels at the courage of the first Godzilla film that wasn’t afraid to take a stand on nuclear weapons, barely a decade after the end of World War II and the atomic bombings of Hiroshima and Nagasaki.

“The appeal of Godzilla can’t be easily explained in words. It’s not just about being scary and strong. It’s also about its ambience, its shape, its beauty, like being in awe of a samurai castle,” Izawa said.

Fujita is confident the game will be a hit with fans.

“This is a game, made by people who love Godzilla, in which the love for Godzilla has gone wild. I know people who love Godzilla will feel that love,” he said.





GODZILLA

SUMMERTIME AND TV ARE HEATING UP WITH NEW, RETURNING SHOWS

Network television, once wedded to a September-to-May schedule, saw the error of its ways as cable and online competitors demonstrated a brazen disregard for tradition.

So summer has evolved from a rerun graveyard to the home of lively offerings, with enough choices to threaten your vacation plans - or at least DVR capacity.









That includes returning shows AMC's "Halt and Catch Fire," already underway on Sundays, along with NBC's "Hannibal," coming June 4; "Orange is the New Black," Netflix, June 12; TNT's "The Last Ship" and HBO's "True Detective," both June 21; "Under the Dome," CBS, June 25, and "Masters of Sex" and "Ray Donovan," Showtime, both back on July 12.

The newbies include a mix of scripted series, documentaries and a few reality-genre curveballs - like CBS' "The Briefcase" (9 p.m. EDT Wednesdays) which tests families' charitable instincts - just as in the old-fashioned TV season.

One of the higher-profile dramas is Netflix's June 5 release "Sense8," the first series from sibling filmmakers Andy and Lana Wachowski of "The Matrix" fame. The story: Eight people realize they're mysteriously connected and must engage in a life-or-death fight that plays out, travelogue-style, in sundry locations worldwide.

The ensemble cast is equal parts international, includes Daryl Hannah and Naveen Andrews, who found the project, and the Wachowskis, and irresistible.

"I have enormous respect and admiration for their insane, intense creative brains. Plus I like to work with great directors," Hannah said.

"They're artists, and there are precious few of them," Andrews said.

Also upcoming are two transgender journey docuseries, one about a celebrity, Bruce Jenner (his as-yet untitled show debuts 9 p.m. EDT Sunday, July 26, on E!), and another focusing on an average American family in ABC Family's "Becoming Us" (9 p.m. EDT Monday, June 8).



More small-screen choices to consider:

- An armchair travel experience of a different kind than “Sense8” is offered by Discovery’s “Life Story,” a six-part natural history series debuting at 9 p.m. EDT Saturday, June 6. Narrated by David Attenborough, “Life Story” tracks animals as they go about their daily, often perilous routines in locations scattered across 29 countries. Want to see the mating dance of the astoundingly colorful Australian peacock jumping spider? Here’s your chance, and shot in ultra-high definition.
- If you’d like to cast a chill over your summer, Investigation Discovery is obliging with “Serial Thriller,” its first scripted series and one it promises will “propel viewers” into a community “terrorized” by a serial murderer. The narrative approach is based on accounts from those involved and plays out at 10 p.m. EDT Sunday through Tuesday, June 7-9. Who is the killer? True-crime buffs may crack the case early on, the channel said, but others will have to stay tuned to figure it out.
- ABC’s answer to post-“Mad Men” 1960s withdrawal is “The Astronaut Wives Club,” debuting at 8 p.m. EDT Thursday, June 18. The glossy series is based on Lily Koppel’s nonfiction book about Annie Glenn, Rene Carpenter and other women whose close ties helped them cope





with their spouses' hero status and its fallout. There was glamor (tea with the first lady!) but hardship and sacrifice as well. The ensemble cast of "astrowives" includes JoAnna Garcia Swisher, Yvonne Strahovski, and Dominique McElligott.

- Oh, those annoying celebu-clans and the media attention that makes them possible. But what's a family seeking fame and more fortune to do when it predates TV and blogs? That's the plight of the Bellacourts of swanky Newport, Rhode Island, circa the early 1900s, in the Comedy Central satire "Another Period." Created by and starring Natasha Leggero and Riki Lindhome as misbehaving sisters, the comedy beginning at 10:30 p.m. EDT Tuesday, June 23, also features "Mad Men" star Christina Hendricks, Lauren Ash, Michael Ian Black and Paget Brewster.

- Denis Leary, who played a deeply flawed firefighter in FX's "Rescue Me" returns to the channel as a deeply flawed musician in "Sex&Drugs&Rock&Roll," which he created. Leary's Johnny Rock was the frontman of a 1990s New York band, The Heathens, that broke up the same day its eagerly awaited debut album was released (Johnny's sexual hijinks were to blame). The hard-luck rocker dreams of a comeback but, for now, is standing in the shadows as songwriter for young singer Gigi (Elizabeth Gillies). The series, starting at 10 p.m. EDT Thursday, July 16, features John Corbett as Flash, Johnny's former bandmate and cuckold.

- HBO's miniseries "Show Me a Hero," from top-tier writer David Simon ("Treme," "The Wire") and director Paul Haggis ("Crash"), dramatizes Lisa Belkin's nonfiction book of the same name. Set in Yonkers, New York, it examines how residents and the mayor (Oscar Isaac) react to a federal order to build low-income housing in white neighborhoods. The impressive cast includes Catherine Keener, Alfred Molina, Winona Ryder and LaTanya Richardson-Jackson in a sharp-edged examination of race and community debuting at 9 p.m. Sunday, Aug. 16.

iTunes

Review



iTunes Preview



by Andrew Bujalski
Genre: Comedy
Released: 2015
Price: \$6.99 (Rent HD)

★★★★★
50 Ratings



Trailer

Movies & TV Shows

Results

A surprising love circle emerges in this off-kilter romantic comedy, comprising New York transplant Danny (Kevin Corrigan), his brash new personal trainer Kat (Cobie Smulders) and her ex, the gym owner and self-styled guru Trevor (Guy Pearce). Danny proves a perfect test subject for the relationship between money and happiness in this screwball comedy with a heart.

FIVE FACTS:

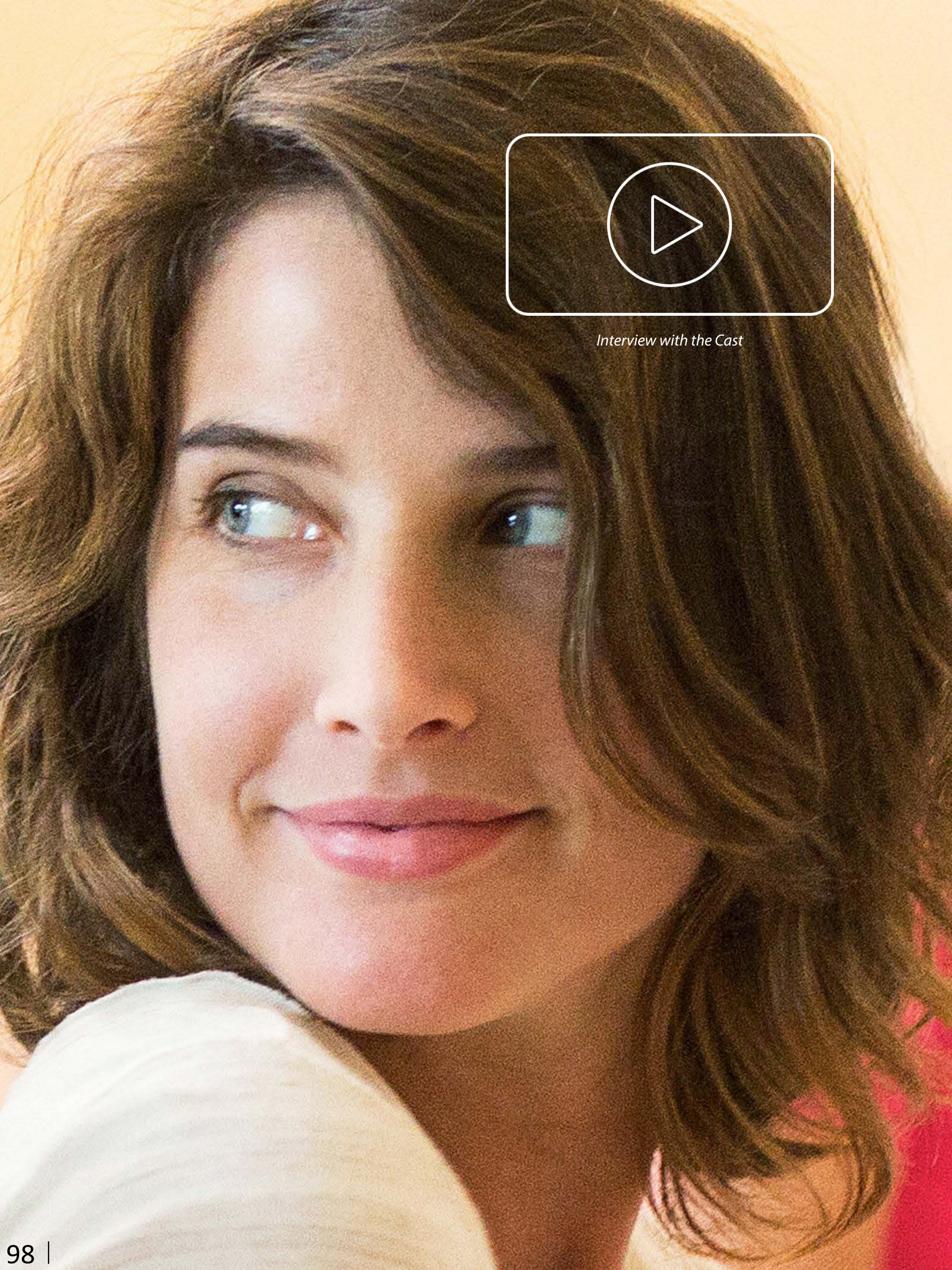
1. This indie romantic comedy film is written and directed by Andrew Bujalski.
2. Other cast members include Giovanni Ribisi, Brooklyn Decker, Anthony Michael Hall and Constance Zimmer.
3. The film **premiered at the 2015 Sundance Film Festival.**
4. Shooting **took place in Austin and Marfa, Texas and New York City.**
5. Music for the movie **was composed by Justin Rice.**

Rotten Tomatoes

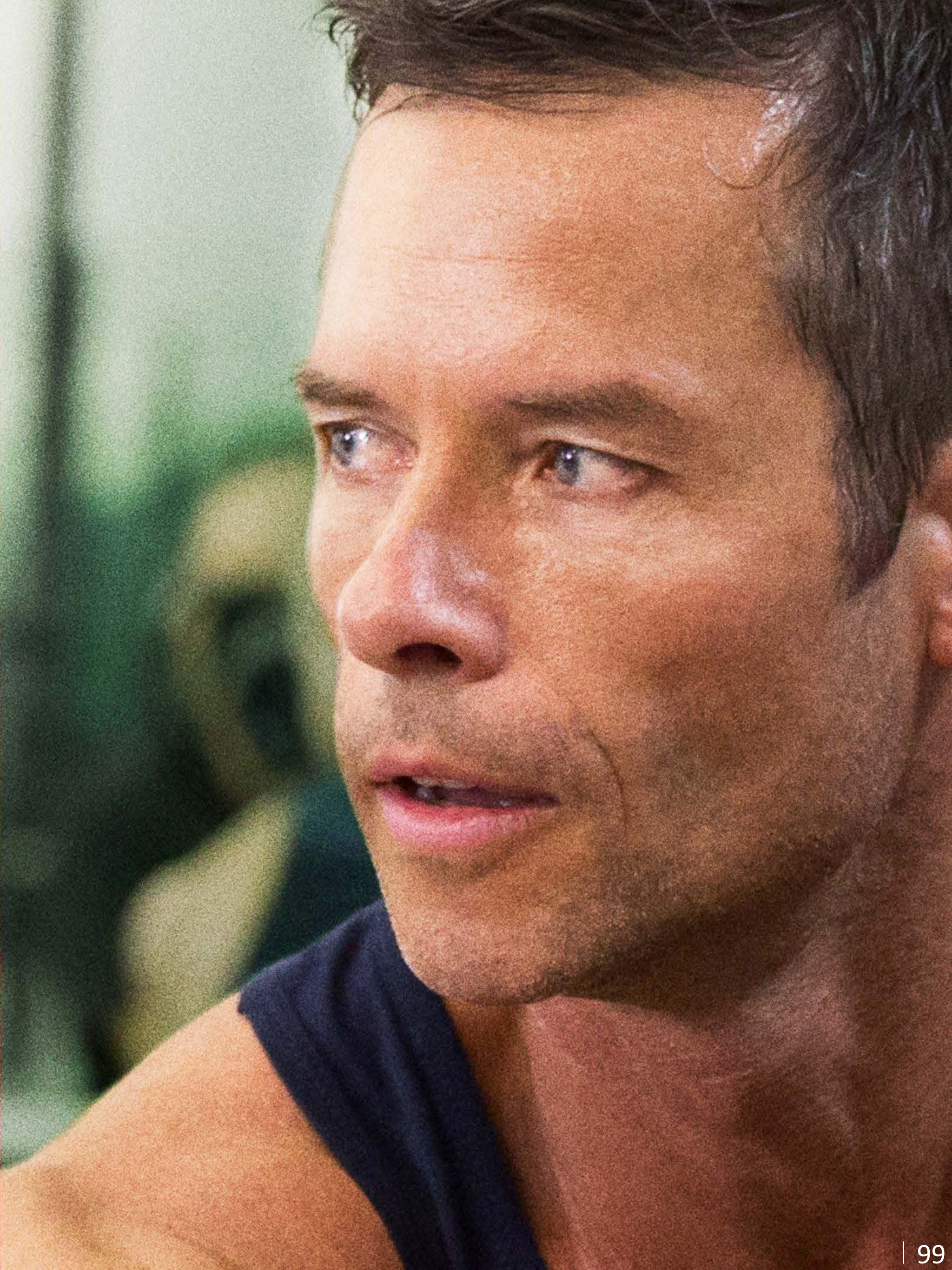


82%

See more in
iTunes



Interview with the Cast



Survivor

Milla Jovovich plays Kate Abbott, a London-based Foreign Service Officer who attempts to prevent a terrorist attack aimed at New York, but instead finds herself on the run, having been mysteriously framed for the bombing. She has to evade a ruthless assassin (Pierce Brosnan) as he tries to stop the true perpetrators' master - and much deadlier - plan.

FIVE FACTS:

1. **Survivor is directed by James McTeigue.**
2. Dylan McDermott, Angela Bassett, Robert Forster, James D'Arcy and Frances de la Tour also star.
3. Principal photography **took place in London, UK and Sofia, Bulgaria.**
4. Englishman Ilan Eshkeri composed the film's score.
5. McDermott and Bassett reunite in **Survivor after appearing together in 2013's Olympus Has Fallen.**



iTunes Preview



by James McTeigue
Genre: Action & Adventure
Released: 2015
Price: \$14.99



77 Ratings





Trailer

Rotten Tomatoes



0%

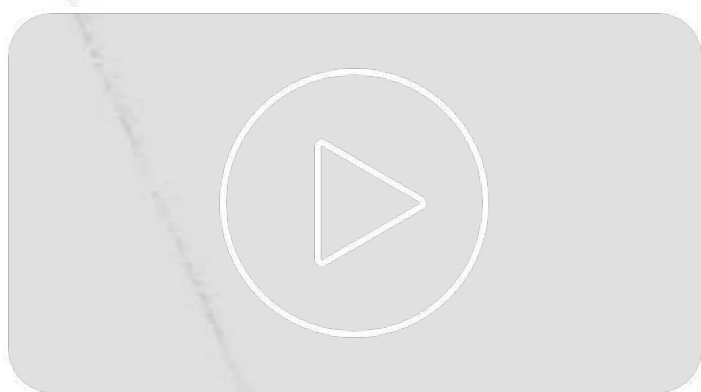




Kate Vs. Truck

iTunes

Review



Sunday Candy

Music





iTunes Preview



Genre: Pop
Released: May 29, 2015
16 Songs
Price: Free

★★★★★
3595 Ratings

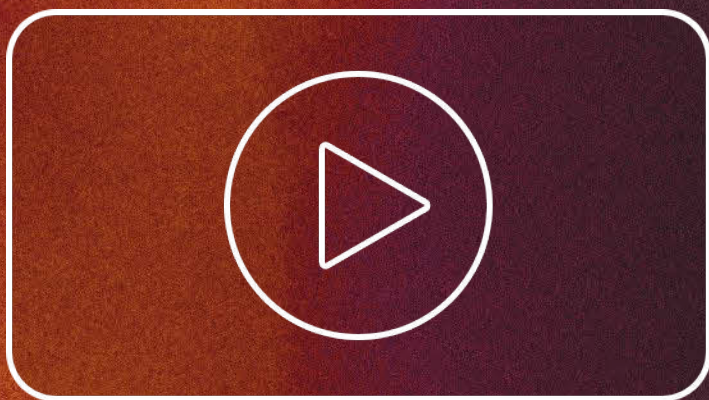
Surf

Donnie Trumpet & The Social Experiment

This debut solo project of American band The Social Experiment may ostensibly highlight hip hop trumpeter Nico Segal, otherwise known as Donnie Trumpet, but much of the feverish anticipation for the album is actually due to the heavy involvement of one of his collaborators, Chance the Rapper, who contributes both vocals and arrangements.

FIVE FACTS:

1. Featured artists on the album include B.o.B, Busta Rhymes, Janelle Monáe and Erykah Badu.
2. The Social Experiment consists of Donnie Trumpet, Chance the Rapper, Peter Cottontale, Greg Landfair Jr. and Nate Fox.
3. The instrumental track "Nothing Came To Me" **is accompanied by a "silent film" starring Cara Delevingne.**
4. Chance the Rapper is the stage name of Chancelor Bennett.
5. Surf was surprise-released as an iTunes Exclusive free download, after numerous delays stretching back to last year.



*Interview with Chance the Rapper
and Donnie Trumpet*



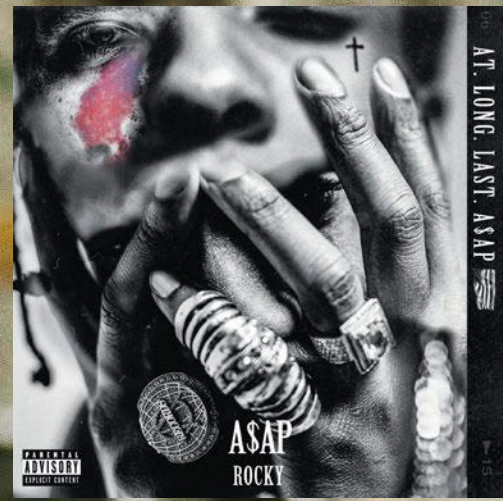
AT.LONG.LAST.A\$AP

A\$AP Rocky

A\$AP Rocky's second studio album follows 2013's Billboard 200-topping Long.Live. A\$AP and calls upon no shortage of supporting talent, with Bones, Future, M.I.A., ScHoolboy Q, Kanye West, Lil Wayne and Rod Stewart all making guest appearances - to say nothing of the high-profile producers involved like Danger Mouse, Mike Dean, West and Mark Ronson.

FIVE FACTS:

1. A\$AP Rocky himself also handled some of the production, under the pseudonym LORD FLACKO.
2. Other guests on the project include Juicy J, UGK, James Fauntleroy, Miguel and Mos Def.
3. The album's development was greatly affected by **the death of Rocky's mentor and business partner, A\$AP Yams, at the age of 26.**
4. A\$AP is the stage name of Rakim Mayers.
5. He is a member of the hip hop collective A\$AP Mob, from which he adopted his moniker.

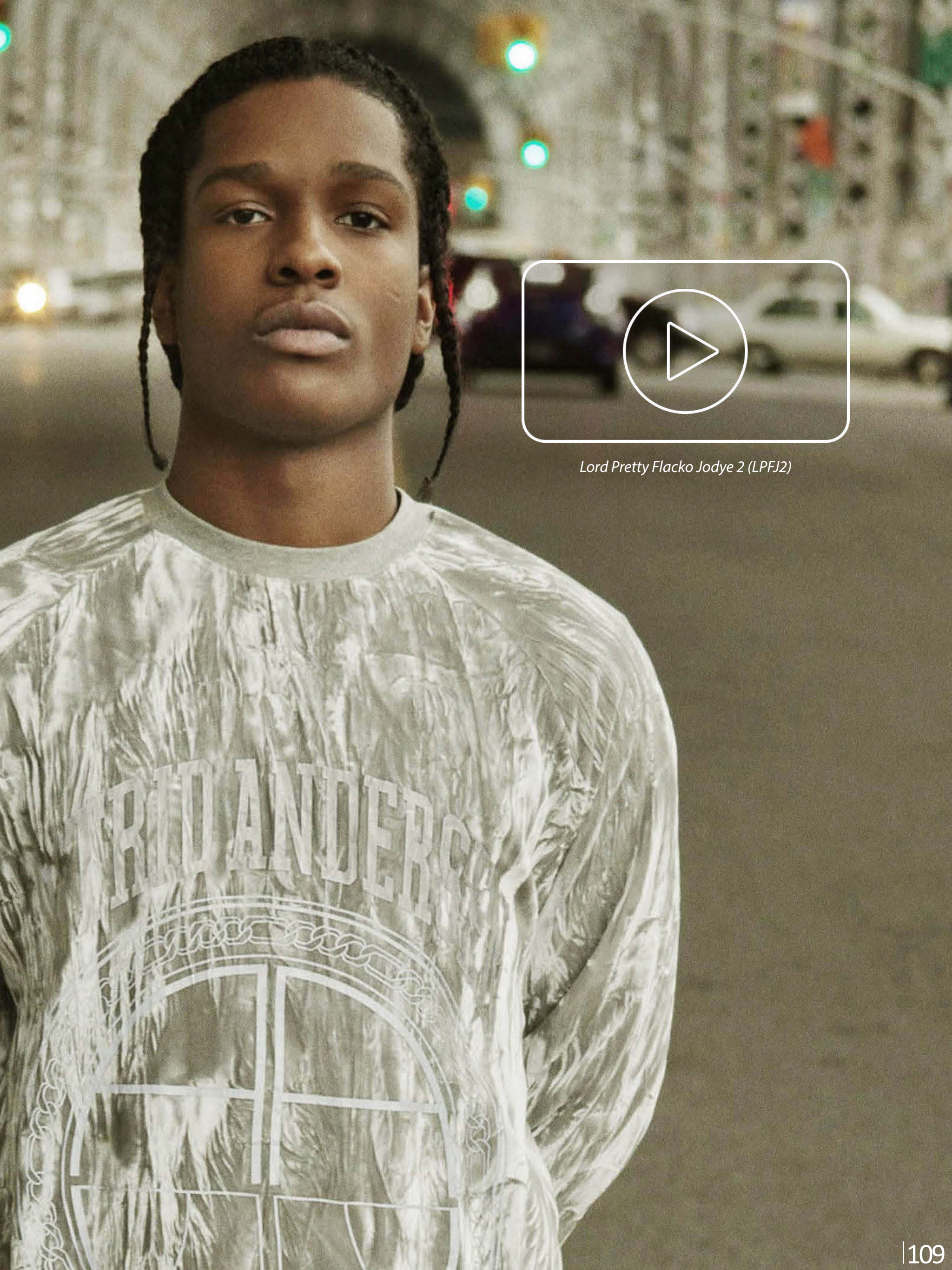


iTunes Preview

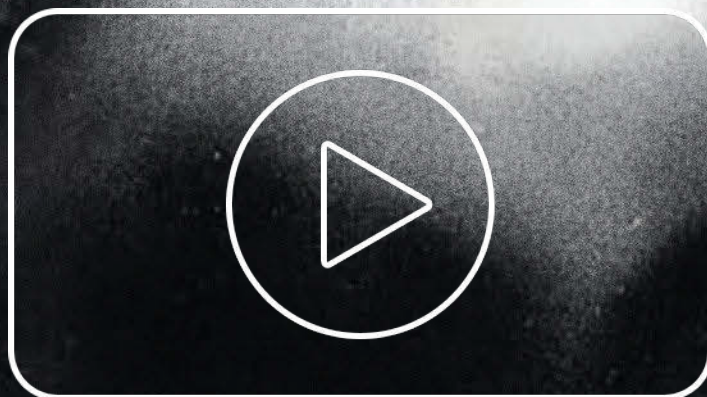
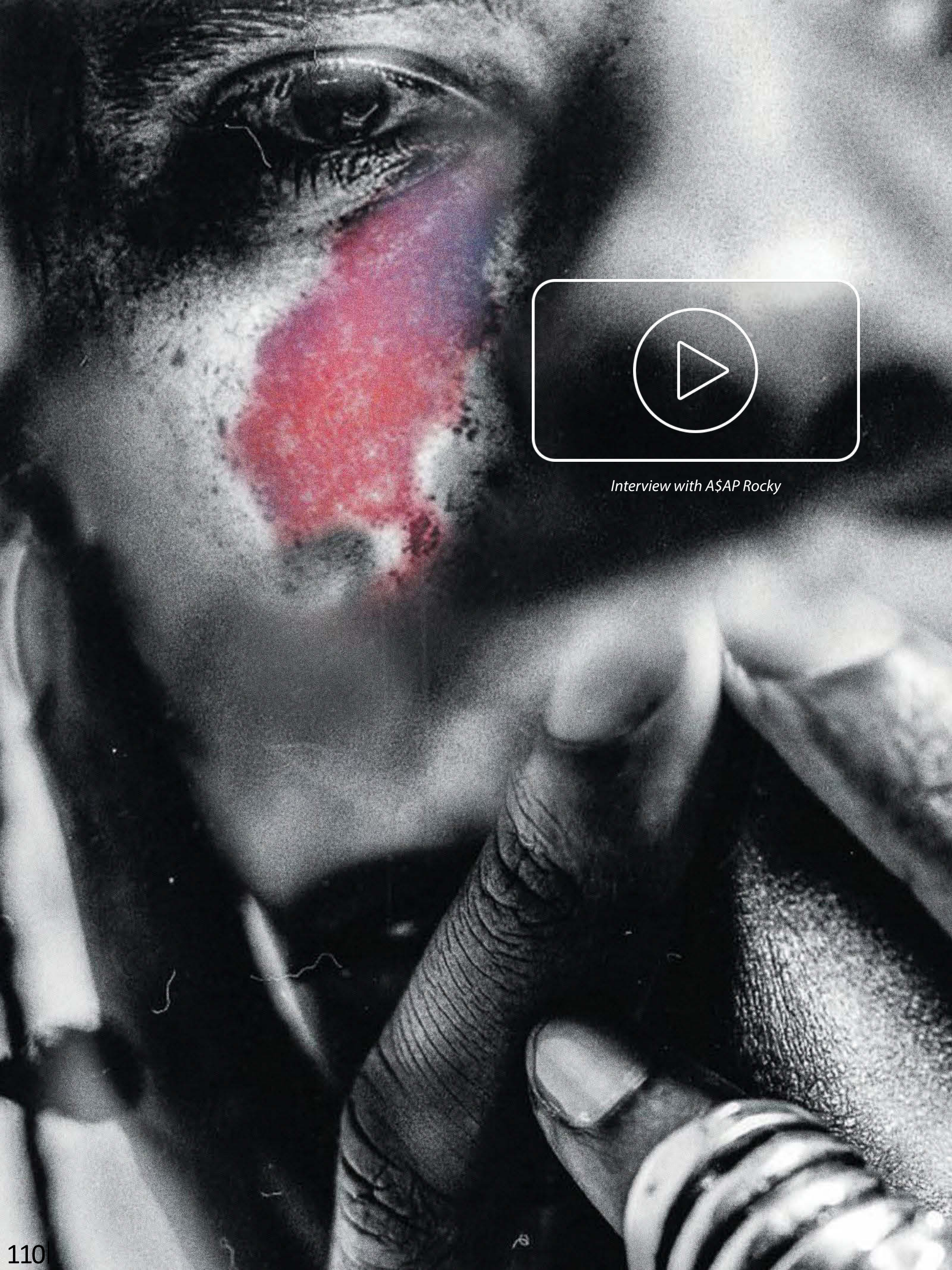


Genre: Hip-Hop/Rap
Released: May 26, 2015
18 Songs
Price: \$11.99

★★★★★
2182 Ratings



Lord Pretty Flacko Jodye 2 (LPFJ2)



Interview with A\$AP Rocky

AT. LONG. LAST. A\$AP



[illegible]

It's all about Apple



Apple Magazine

is Now available on
Apple iPhone/iPad/Android/Windows8
and Web



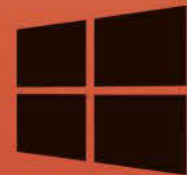
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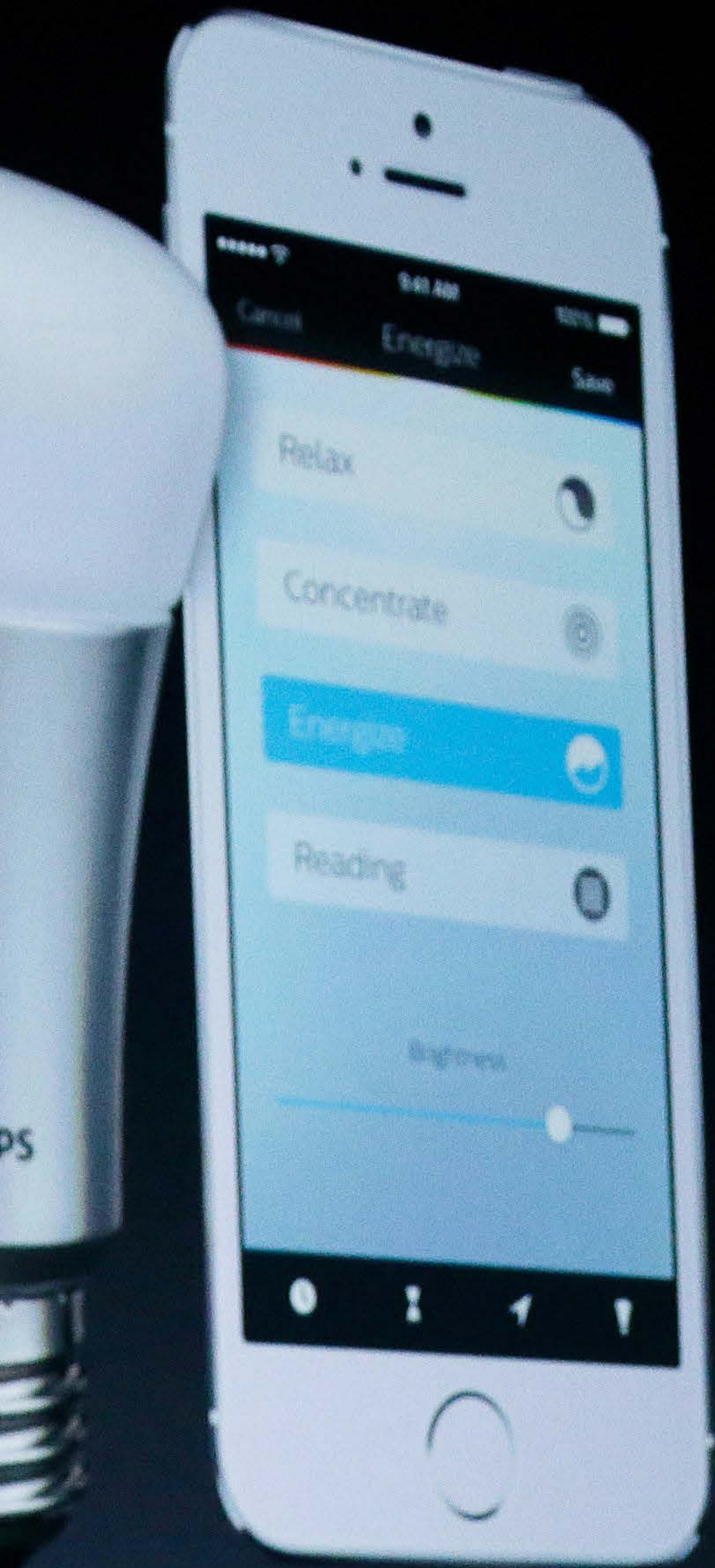


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APPLE'S SIRI HAS NEW ROLE IN NEW 'SMART' HOME SYSTEMS



Hey Siri, turn off the kitchen light.

The first “smart” home gadgets that can be controlled by Apple’s voice-activated digital assistant are going on sale this week, just days after rival tech giant Google announced it’s building its own software for Internet-connected home appliances and other gadgets.

The new products could be an important step forward for the emerging industry of “smart” or “connected” homes, where appliances, thermostats and even door locks contain computer chips that communicate wirelessly. While a number of companies are working on similar products, analysts say Apple could persuade more consumers to try them by making it easy to control different products from a familiar device, such as the iPhone.

Apple announced its “HomeKit” software project a year ago, but isn’t making the new products. Instead, other companies have been working to make devices that meet Apple’s criteria for compatibility and security. Two manufacturers are now selling products and

three more are accepting online “pre-orders” or plan to begin selling in coming weeks.

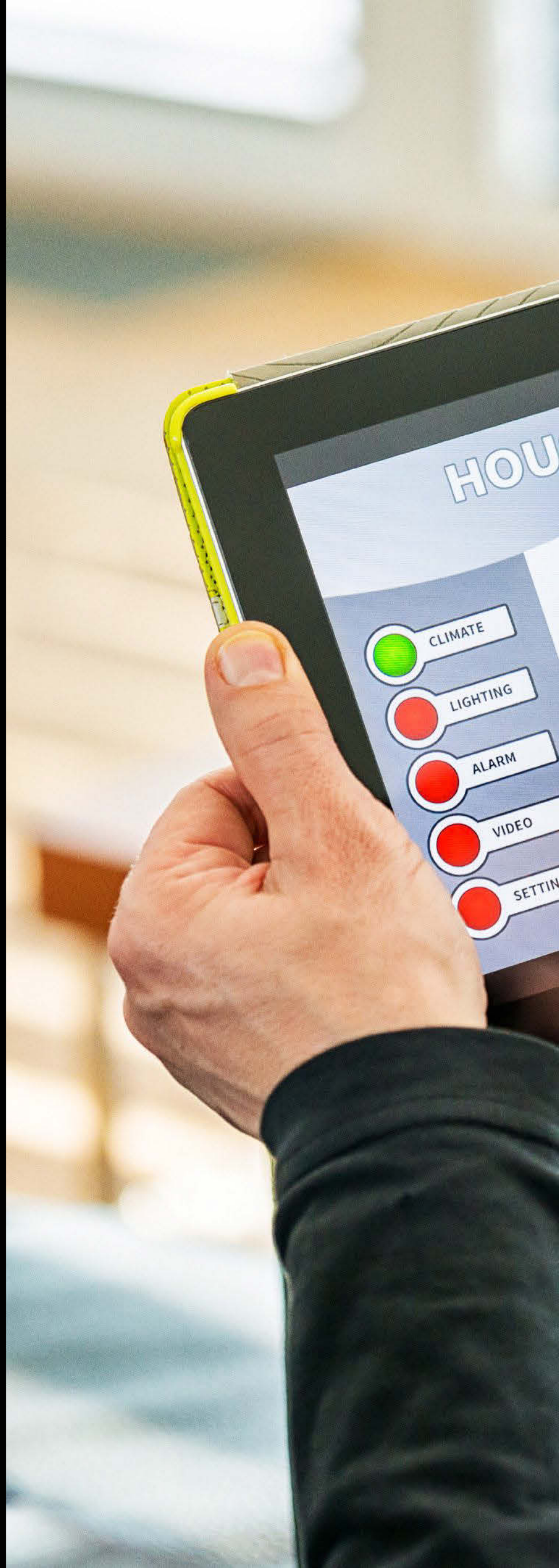
HomeKit-certified products hitting the market Tuesday include wireless hubs from two companies, Insteon and Lutron Electronics. The hubs, about the size of a small home router or cable TV box, act as the central controller for lights and other gadgets. The hubs in turn can be managed with a smartphone app.

Lutron Electronics, for example, is selling a \$230 starter kit that includes its “Caseta Wireless Smart Bridge” hub and two dimmer units - either wall switches or plug-in units for lamps - controlled by the hub. Insteon says its hub will work with compatible lights, power switches and thermostats. Three other companies say they expect to start selling HomeKit thermostats, power plugs and climate sensors in coming weeks.

You can already buy similar products from these companies, which have their own smartphone apps to control them. The tie-in with Apple means a user can control those apps with Siri, the voice-activated digital assistant on Apple’s iPhones and iPads. Users must link with an Apple TV box to control from outside the home.

Apple also says products using HomeKit software must meet standards for compatibility, so they work with HomeKit products made by other manufacturers, and for encryption, which keeps hackers from taking over a system or stealing user information.

While Apple wants Siri to play a leading role in “smart” homes, its biggest rivals want in, too. Google announced last week that it’s creating software called Brillo as a common platform for Internet-connected gadgets in the home or in commercial settings. Microsoft and Samsung are also promoting software to control home systems.









'AMERICA'S GOT TALENT' RETURNS TO TOP OF RATINGS

Memorial Day isn't the only sign of summer. The return of "America's Got Talent" to television screens, along with a liberal dose of reality shows and reruns, are just as reliable as thermometers.

NBC was last week's most popular television network for the first week since it televised the Super Bowl, helped primarily by "America's Got Talent." The popular summer show was the only one to register more than 10 million viewers last week on the night it was broadcast.

The Nielsen company's list of top 20 programs last week also included three prime-time newsmagazines besides "60 Minutes." The news shows provide relatively cheap programming for networks looking to cut costs in the slow summer months.

As for breezy diversions, CBS' "The Briefcase" was the week's most popular reality show, while NBC's "American Ninja Warrior" and "I Can Do That" both scored well among younger viewers.



ads
ent

NBC's well-publicized summer series "Aquarius" landed in the top 20, but the 1960s-themed show attracted an older audience, which is not a plus in the TV business.

NBC averaged 5.5 million viewers for the week and easily won among the 18-to-49-year-old demographic it targets. CBS averaged 5.4 million, ABC had 3.9 million, Fox had 2.7 million, Univision had 2.2 million, Telemundo had 1.4 million, ION Television had 1.2 million and the CW had 1 million.

ESPN was the week's most popular cable network behind its coverage of the Golden State-Houston NBA playoff series. The sports network averaged 2.5 million viewers in prime time, History had 1.89 million, USA had 1.76 million, the Disney Channel had 1.72 million and HGTV had 1.59 million.

The evening newscast ratings race was extremely tight, with NBC's "Nightly News" averaging 7.68 million viewers and ABC's "World News Tonight" having 7.65 million. The "CBS Evening News" had 6.4 million.

For the week of May 25-31, the top 10 shows, their networks and viewerships: "America's Got Talent" (Tuesday), NBC, 11.09 million; NBA Playoffs: Houston vs. Golden State (Wednesday), ESPN, 8.89 million; "NCIS," CBS, 8.579 million; NBA Playoffs: Golden State vs. Houston (Monday), ESPN, 8.28 million; "60 Minutes," CBS, 8.26 million; "NCIS: New Orleans," CBS, 7.77 million; "The Big Bang Theory," CBS, 7.61 million; "Game of Thrones," HBO, 7.01 million; "The Briefcase," CBS, 6.87 million; "Criminal Minds," CBS, 6.71 million.

Online:

<http://www.nielsen.com>





MICHELLE VEINTIMILLA ON BROADWAY PLAYING YOUNG CHITA RIVERA

If Chita Rivera ever wants a quick reminder of her past, she only needs to walk down a hall and knock on Michelle Veintimilla's Broadway dressing room.

There she'll find a smiling, effervescent 22-year-old just out of school who is a spitting image of the theater icon when she was just starting out.





Veintimilla plays a younger version of Rivera's character in "The Visit," the Tony Award-nominated musical with a story by Terrence McNally and songs by John Kander and Fred Ebb.

Rivera, 82, has been known to playfully slap the younger woman on the rear end and say: "I know that butt. I have that butt, too. That was my body."

Rivera, who originated roles in "West Side Story" and "Kiss of the Spider Woman," plays a billionaire who returns to her down-at-the-heels hometown to exact revenge on a lover who stomped on her heart.

Veintimilla and John Riddle, playing the younger version of her older ex-lover, watch the events unfold, gliding along the stage like ghosts, all youth and passion, a counterpoint to what has become their sour older selves.

In addition to her obvious skills as a singer, dancer and actress, Veintimilla was clearly hired for "The Visit" on her looks. More specifically, her eerie resemblance to Rivera.

"Chita showed me a picture of her in 'West Side Story,' and she's like, 'Look, it's you! It looks just like you!'" Veintimilla says. "It's true. We do really look similar."

Veintimilla, whose is of Ecuadorean descent, grew up on Long Island to a family of engineers. She took her first dance class at 3 and was dancing competitively at 8. "I'm the black sheep of the family," she says, laughing.

At 15, she broke her right foot jumping off a chair and was out of action for eight months. The girl who virtually lived at the dance studio now had to cool it.

"I was able to take a step back and I was able to see what it was to be the spectator and not just the performer. I was able to be on the other side and that's when I really got into acting."





Veintimilla remembers her father taking her to the library and opening an encyclopedia to the entry of a special woman. "Here's Chita Rivera," he told her. "She's Latina, she's a dancer and singer and an actor."

Veintimilla was still a senior at Carnegie Mellon University when she got the job last summer as Rivera's younger self for "The Visit" at the Williamstown Theatre Festival. It transferred to Broadway with her this spring, marking her first big job.

"I could not be happier for her. It's like it's happening to you again," says Rivera, who is up for her third Tony this year thanks to "The Visit."

One of the show's best moments is when both women are alone onstage performing the song "Love and Love Alone," mimicking each other's steps and movements.

"I would just watch her in rehearsal and watch how she held herself. I would just think, 'How would she have held herself when she was 17?'" Veintimilla says.

"I know that Chita does the same thing. She's been watching me in rehearsal, and I know that she's picked up some of my gestures."

The two - under the guidance of choreographer Graciela Daniele - have tried not to over-rehearse the dance, keeping it as fresh as possible.

Over the months, Rivera has become almost a godmother figure. She and Veintimilla's mother cooed over Veintimilla's opening night dress, and the older actress shares stories about her roles and offers advice to her younger self.

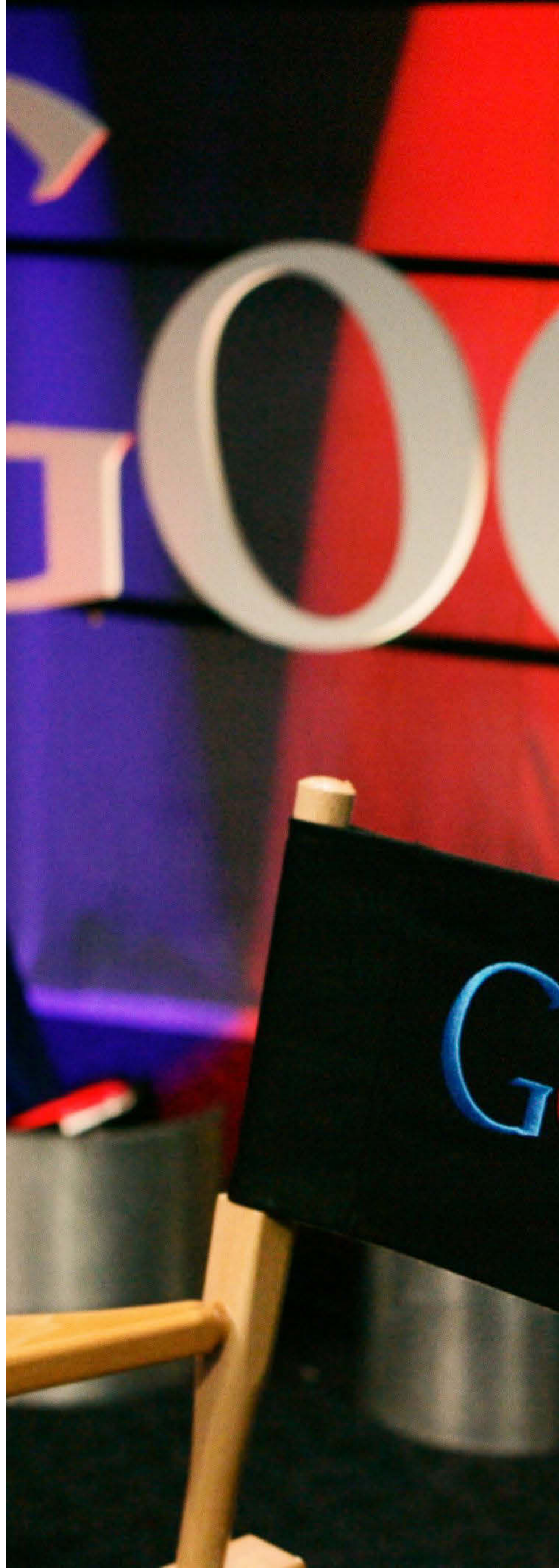
"She is pretty hard on me sometimes, too," Veintimilla recalls. "I remember the first few days in rehearsal, she was like, 'Where's your scarf? Did you have your tea? Did you stretch?' She's always making sure I'm taking care of myself."

GOOGLE TRIES TO DEMYSTIFY PRIVACY CONTROLS WITH NEW APPROACH

Google is making its privacy controls easier to find and understand in an attempt to make the more than 1 billion users of its digital services more comfortable about the personal information that they give the Internet's most powerful company.

The simpler approach debuting Monday features a redesigned "My Account" hub where all of Google's key privacy controls can be found. Accountholders can also undergo a check-up that will break down which of the company's various services are gathering information about them. A new site at <http://privacy.google.com> will also address a variety of issues in a question-and-answer format.

The new system represents Google's tacit admission that its previous setup confused and frustrated people. Until now, the privacy controls were spread across far-flung sections of Google's website with few explanations of the pros and cons of adjusting each setting.





“It wasn’t well organized and we didn’t give a lot of context,” concedes Guemmy Kim, Google’s product manager of account controls and settings. “We are trying to take the mystery out of privacy.”

Most people want to get a better grip on their privacy as the confluence of widely used search engines, smartphones and online social networks makes it easier to track where they are, what they’re doing and what they’re thinking.

A recently released survey by the Pew Research Center found 93 percent of adults in the U.S. consider being in control of their personal information to be important. Yet only 9 percent of the respondents felt they had a lot of control over their information and 50 percent said they had little or no control over their data.

Since its 1998 inception, Google has built a stable of popular products that funnel valuable - and sensitive - information about the people using them. Besides its dominant search engine, the Mountain View, California, company also runs the YouTube video site, the Chrome browser, Gmail, Google Maps and the Android operating system for mobile devices.

Google analyzes people’s interests and habits to show them ads about products most likely to appeal to them. Ads generate most of Google’s revenue, which totaled \$66 billion last year.

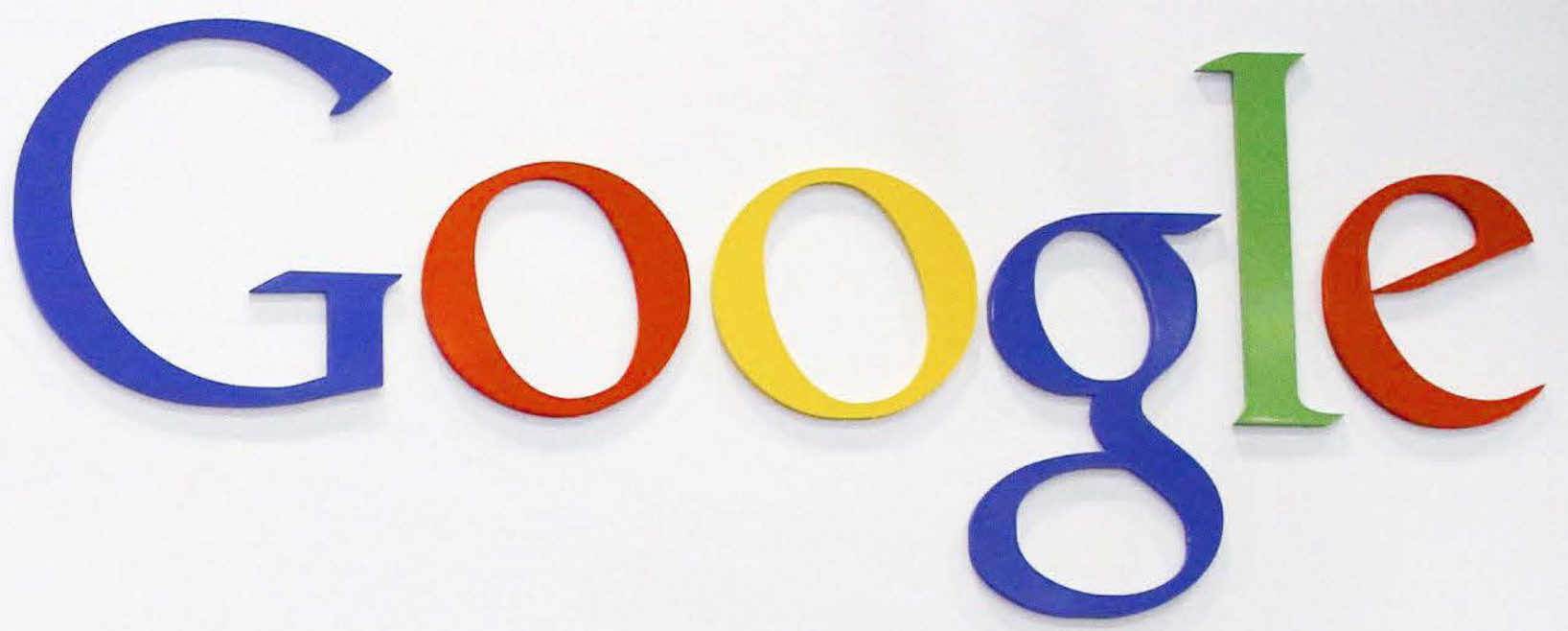
Google’s privacy controls enable people to limit the kinds of ads they see. Account holders also can prevent Google from logging their activities on personal computers and mobile devices, though the company will warn that imposing those restrictions might result in less-relevant and slower results from search requests.

Facebook similarly uses what it gleans from people’s activity on its social network to sell ads. Google’s new privacy check-up tool is similar to a feature that Facebook unveiled nearly nine months ago.









The reliance of personal data to target ads has subjected both Google and Facebook to harsh criticism by privacy watchdogs and some competitors. Without identifying specific companies, Apple CEO Tim Cook last year posted an open letter warning that “when an online service is free, you’re not the customer. You’re the product.”

Since 2010, Google has been reprimanded by regulators in the U.S. and Europe for a variety of privacy breaches, including exposing email contacts, secretly tracking users of Apple’s Safari browser and snooping on Wi-Fi networks.

“We have had some privacy missteps, but we are always trying to learn from that and to serve our users better,” Kim says.

GREY

A high-contrast, black and white close-up photograph of a person's eye. The eye is looking directly at the camera, with the iris and pupil clearly visible. The eyelashes are long and dark. The word "GREY" is superimposed in large, white, sans-serif capital letters across the upper portion of the image, partially covering the forehead and the upper eyelid.



FIFTY SHADES OF GREY' SEQUEL TO BE PUBLISHED JUNE 18

E L James is back for more.

A fourth novel in the British author's multimillion-selling "Fifty Shades of Grey" erotic series will be released June 18 by Vintage Books, the publisher announced Monday. The new book is called "Grey," told from the point of view of billionaire Christian Grey, whose explicit romance with young Anastasia Steele became an international obsession. As with the "Fifty Shades" books, "Grey" will be published as an e-book and a paperback original.

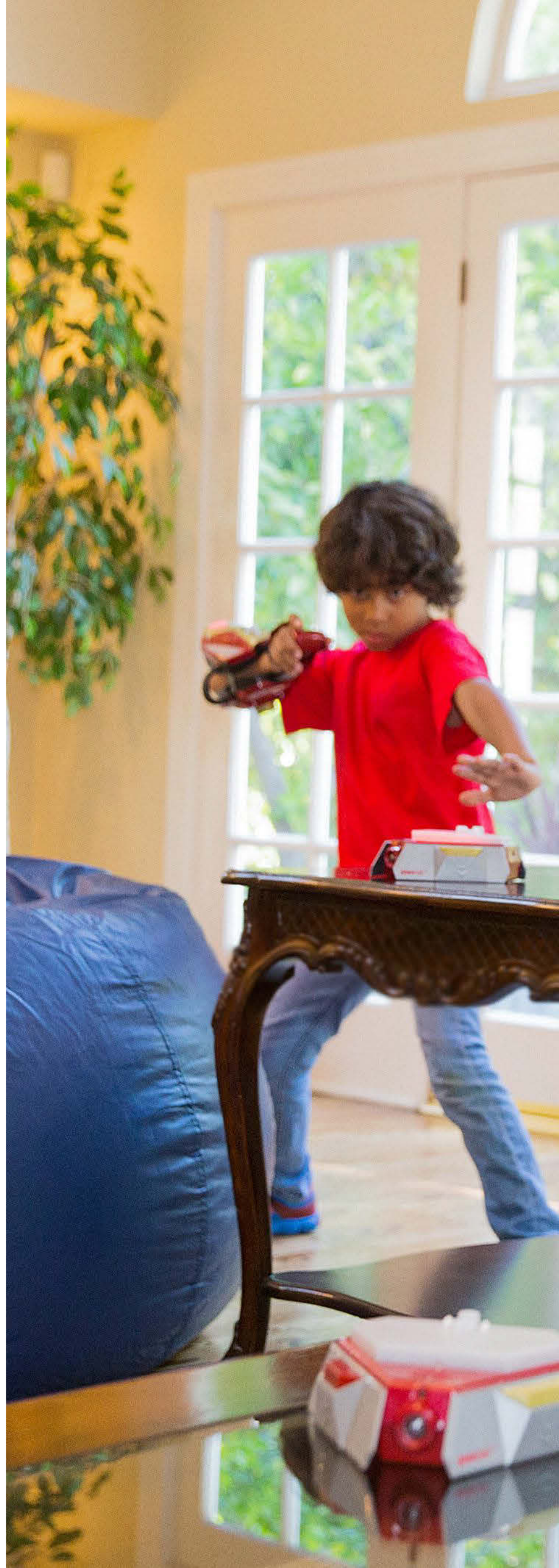
In a statement issued through Vintage, a paperback imprint of Penguin Random House, James said she was dedicating the new book to readers who had "asked ... and asked ... and asked ... asked" for a novel narrated by Christian.

"Christian is a complex character and readers have always been fascinated by his desires and motivations, and his troubled past," she said. "Also, as anyone who has ever been in a relationship knows, there are two sides to every story." Begun as fan fiction inspired by the "Twilight" novels, the "Fifty Shades" trilogy has sold more than 125 million copies since coming out in 2011. The first "Fifty Shades" movie came out earlier this year and grossed more than \$500 million worldwide.

NEW DISNEY TOYS COMBINE HIGH- TECH GADGETS, OLD-SCHOOL PLAY

Disney is launching a line of toys that combines high-tech wearable gadgets and old-school superhero role-playing to keep kids moving while engrossing them in sub-plots from “The Avengers,” “Star Wars” and “Frozen.”

It’s Disney’s most ambitious game concept meshing real objects and virtual worlds since August 2013, when the family entertainment giant released its Disney Infinity video game that featured figurines and digital characters from “Pirates of the Caribbean,” “Toy Story” and other franchises.





The new line, called “Disney’s Playmation,” hits stores in October with the release of a forearm attachment called a “repulsor” that puts kids in the role of Marvel superhero Iron Man.

The Associated Press was given an early look at the product line being unveiled Tuesday in Los Angeles.

The onboard voice of J.A.R.V.I.S. - Iron Man’s computing system - guides children aged 6 and older through the first series of 25 missions, where they must use their imaginations to navigate different terrains, then use the repulsor to fire missiles, shoot beams and raise shields. Kids must physically jump or hide to dodge incoming attacks in order to progress and earn points.

Two sensor-laden base stations called “power activators” serve as stands for figurines, which pop off when they’ve sustained enough damage. The first so-called “smart figures” are miniature versions of Captain America and villain Iron Skull.

Infrared and other sensors inside the armband and base stations help determine whether shots hit the target and if players dodged or hid successfully. If players fail to dodge well, a buzz inside the armband represents getting hit. For now, up to two players can go on missions together or play against each other. Adding further players to the system is being planned for the future.

The suggested retail price for the initial package is \$120. Another package going on sale in November features Hulk hands - where the action focuses on air-punching and throwing imaginary objects. “Star Wars” themed packages will roll out in 2016, after “Star Wars: Episode 7 - The Force Awakens” debuts in December. “Frozen” packages will go on sale in 2017.

Walt Disney Co. worked on the game over several years and tapped staff from numerous divisions, including storytellers from Marvel Studios, theme park Imagineers, video game





programmers from Disney Interactive and elsewhere. Toymaker Hasbro Inc. manufactured the physical pieces.

The challenge in creating a new toy concept was to engage kids who expect toys to have an online component, while nevertheless keeping them active and not just staring at a computer or tablet screen, said Kareem Daniel, senior vice president of strategy and business development for Disney's consumer products division.

"The way that kids are playing is evolving," he said. "We wanted to make active physical play more exciting."

Jim Silver, the CEO and editor of toy review website **TTPM.com** who also got an early look, said the product was a "breakthrough" because of the way it integrated technology and classic play patterns. He said there was nothing like it, noting that wearables typically have focused just on fitness.

"Kids are aspirational, they want to become the heroes," he said. "Parents will love that it's classic play."

"Connectivity is really something that even little kids now expect," said Marc Rosenberg, a toy consultant and CEO of SkyBluePinkConcepts LLC, who had the new product line described to him by a reporter. He also said there weren't many wearable products for kids, though he cited the Nex band, a young-adult-focused wearable meant to have modular add-on elements that link wearers with games and social networks.

"The surface is just being scratched for wearables," he said.

Silver said the price of the initial package, even with add-on figurines for \$15, was reasonable given the amount of play and that further missions could be downloaded in the future. "Parents don't mind spending \$100 or \$200 if they see it's going to be played with over and over and it's the type of play they want."





SCIENCE





THE FLIP SIDE OF
YEARS OF NO
HURRICANES:
GOOD LUCK
RUNS OUT





For millions of Americans living in the hurricane zones on the Gulf and East coasts, recent decades have been quiet - maybe too quiet.

Cities like Tampa, Houston, Jacksonville and Daytona Beach historically get hit with major hurricanes every 20 to 40 years, according to meteorologists. But those same places have now gone at least 70 years - sometimes more than a century - without getting smacked by those monster storms, according to data analyses by an MIT hurricane professor and The Associated Press.

These are places where people may think they know what to expect from a major hurricane -with more than 110 mph winds, such as Katrina or Andrew - but they really don't. They are cities where building construction has boomed but haven't been tested by nature at its strongest. In the Tampa region, an Andrew-sized storm could cause more than \$200 billion in damage, according to a local government study in 2010.

Few of Tampa's current residents witnessed the last major hurricane that hit there in October 1921. Movies were silent, booze was illegal and Warren Harding was president. For northeast Florida and southern Georgia, the last major hurricane was sometime in the 19th century.

"We've been kind of lucky," said MIT meteorology professor Kerry Emanuel, who along with the AP crunched numbers on how often hurricanes have hit metro regions and compared them to when the last time they were hit. "It's ripe for disaster. ... Everyone's forgotten what it's like."

"It's just the laws of statistics," said Emanuel. "Luck will run out. It's just a question of when."

This hurricane season, beginning Monday, doesn't look to be as busy as past ones. The National Oceanic and Atmospheric Administration forecasts a 70 percent chance of fewer than normal hurricanes, mostly because

of an El Nino weather oscillation. But even a quiet season can have one devastating storm hit. That's what happened when Andrew smashed parts of Miami in 1992; it was the second costliest hurricane on record, in a below average year for overall hurricane activity.

Craig Fugate, administrator of the Federal Emergency Management Agency, is preparing for the worst and worrying that other people aren't.

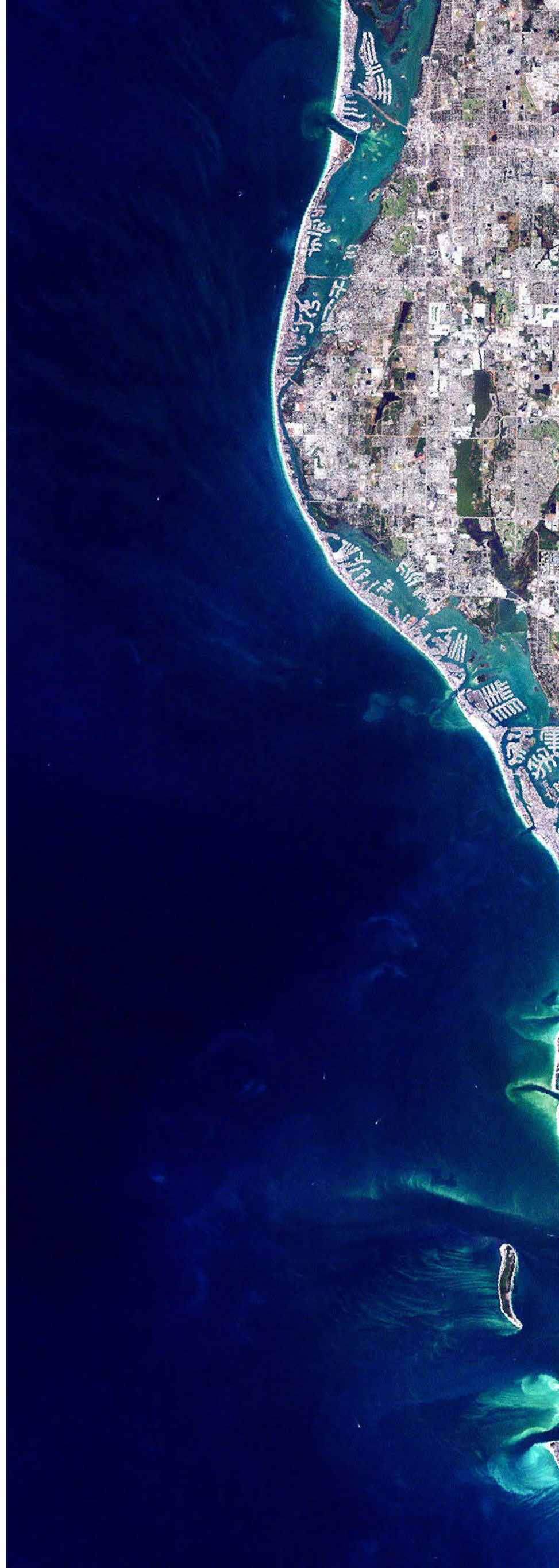
Inexperienced people "generally underestimate how bad it will be and made decisions about staying when they should be evacuating," Fugate said. "You have to accept the fact that every time a major storm threatens it's a new experience for 99 percent of the people involved."

And then there are the people who went through smaller storms and think that wasn't too bad and misjudge the bigger storm. In that type of situation, that thinking can "get you killed," Fugate said. "People don't always understand the threat."

Hurricane evacuation researcher Jay Baker, a retired Florida State University professor, said his studies and surveys show that people will still evacuate properly even if they don't have recent storm experience.

But it's not just people; it's the officials who have to make the tough decisions and tell people what to do. Only one hurricane-prone state, Louisiana, has a governor who was in office when a major hurricane hit. The FEMA top management is different than in 2005, when the last majors hit.

Fugate, who was Florida's emergency management chief during many state landfalls in 2004 and 2005, said "there are very, very few people who are working state government in Florida who were there in state government in 2004."









Experts are especially worried about the Tampa region. Emanuel calculates using past storm data and computer simulations that a major hurricane in general should hit Tampa every quarter century or so. The National Hurricane Center, calculating on past storms a bit differently, says a major hurricane should hit every 30 years or so. But it's been decades upon decades since the big one hit.

"It's a real big concern," said Christopher Landsea, science operations officer at the National Hurricane Center in Miami. "My worry is that we'll have hundreds or even thousands dead the next major hurricane that hits the Tampa Bay area."

It may sound like areas like Tampa are "overdue," scientists like Landsea and Emanuel say that's not a good word because the odds of getting hit don't actually change because there were no storms the year before. They are the same year to year.

"Hurricanes don't give a darn what happened the last year, the last 10 years," Landsea said. "We could certainly have a major hurricane hit Tampa-St. Pete in 2015 but it doesn't matter for this particular season that it hasn't had a hurricane since 1921."

For Houston the last major hurricane hit was 1941, according to the hurricane center, although smaller storms, barely under the threshold for major, have hit more recently and major storms have skirted nearby.

"I would be seriously worried about Houston, just because it's a huge petrochemical center with very large potential for a blended natural-technological event," said Kathleen Tierney, director of the Natural Hazards Center at the University of Colorado.

For Ocean City, Maryland, and down the coast at Norfolk, Virginia, it's been more than 160 years since they've been hit by a major hurricane. And

while geography and currents make landfalls there rarer than Florida, it can happen and probably will someday, experts said.

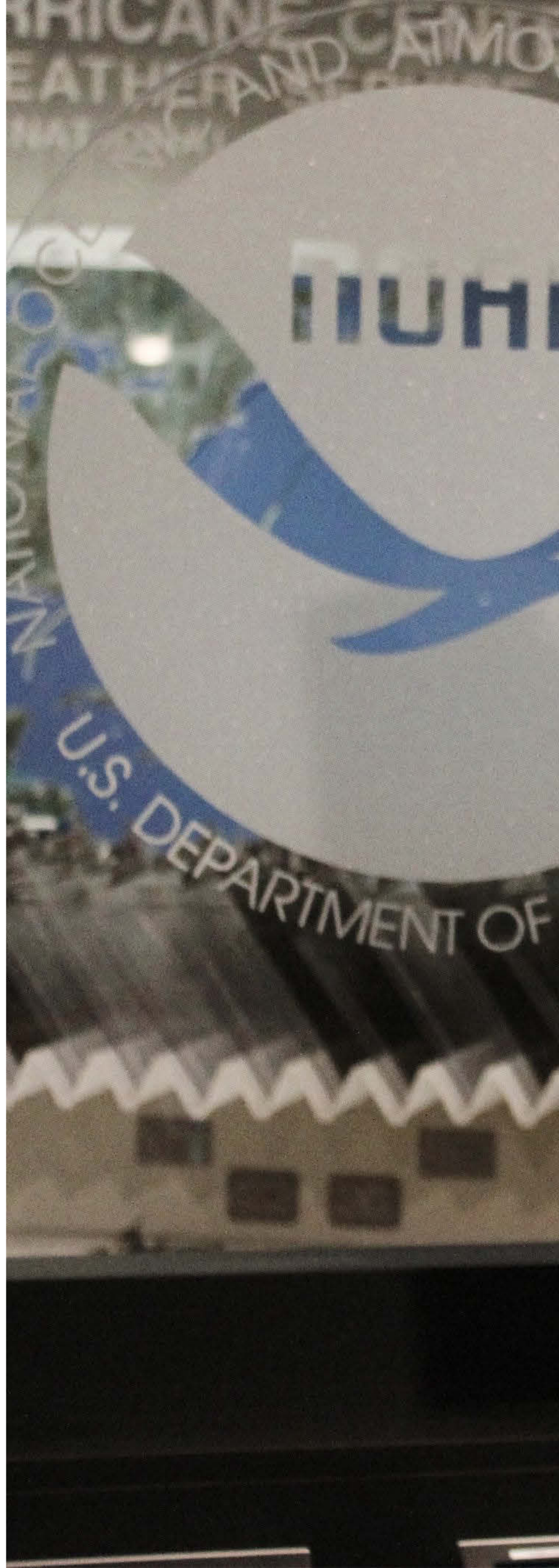
“I feel like I live on the San Andreas fault,” longtime coastal Maryland resident RuthAnne Grant said inside a hardware store on Memorial Day. “A lot of older people move up here without a clue about what’s going to happen.”

It has been more than nine years since the U.S. was struck by a major hurricane - Superstorm Sandy did major damage but didn’t qualify meteorologically as a major hurricane. That’s a streak that is so unprecedented that NASA climate scientist Timothy Hall went looking to see if it could be explained by something that has happening with the weather or climate. He found that big storms formed, they just didn’t hit America, coming close and hitting islands in the Caribbean and Mexico. The lack of hurricanes hitting the U.S. “is a matter of luck,” Hall concluded in a peer-reviewed study.

Even though the Virginia, Maryland, Delaware area doesn’t get as frequent major hurricanes as Florida or Texas, the traffic chokepoints and inexperience of people there worry Fugate, especially Norfolk.

“These are areas that haven’t had a lot of hurricanes,” Fugate said. “People tend to think, well, they don’t have a hurricane problem. But it’s a region that would be very difficult to evacuate.”

At a disaster conference in Ocean City, Maryland’s emergency management director Clay Stamp said he does worry about “a false sense of security” in the region because there have been several close calls with smaller storms that didn’t hit in the past decade or so. But he added that watching major disasters in Sandy and Katrina from afar has helped make residents more aware of how bad it could get.





Stamp worries about tourists who look at sunny skies and don't pay attention: "We just need the public to stay connected. When they come to the beach, the propensity is to disconnect."

Hurricane center director Rick Knabb lives in a city, Fort Lauderdale, that hasn't been directly hit by a major hurricane since 1950, though Andrew came close.

"We should count our blessings that in any particular location, you've gone a long time without a significant impact," Knabb said. "It's not like hurricanes or tropical storms haven't happened anymore. They just haven't happened here or where you live."

Online

FEMA's hurricane preparation page: <http://1.usa.gov/1FjyQ9v>

National Hurricane Center: <http://www.nhc.noaa.gov>









FORMER
QUADRIPLLEGIC
RUNS, WALKS
TO SHOW
OTHERS THEY
CAN

The worst day of Aaron Baker's life wasn't when the then-20-year-old professional motocross racer crashed his bike one spring day in 1999, flew over the handlebars and hit the ground head-first, paralyzing him from the neck down.

No, the worst day came a year later when Baker's physical therapy ended. That was when his therapists, marveling that he could actually stand on his own again and move his arms some, cautioned him not to expect much more.

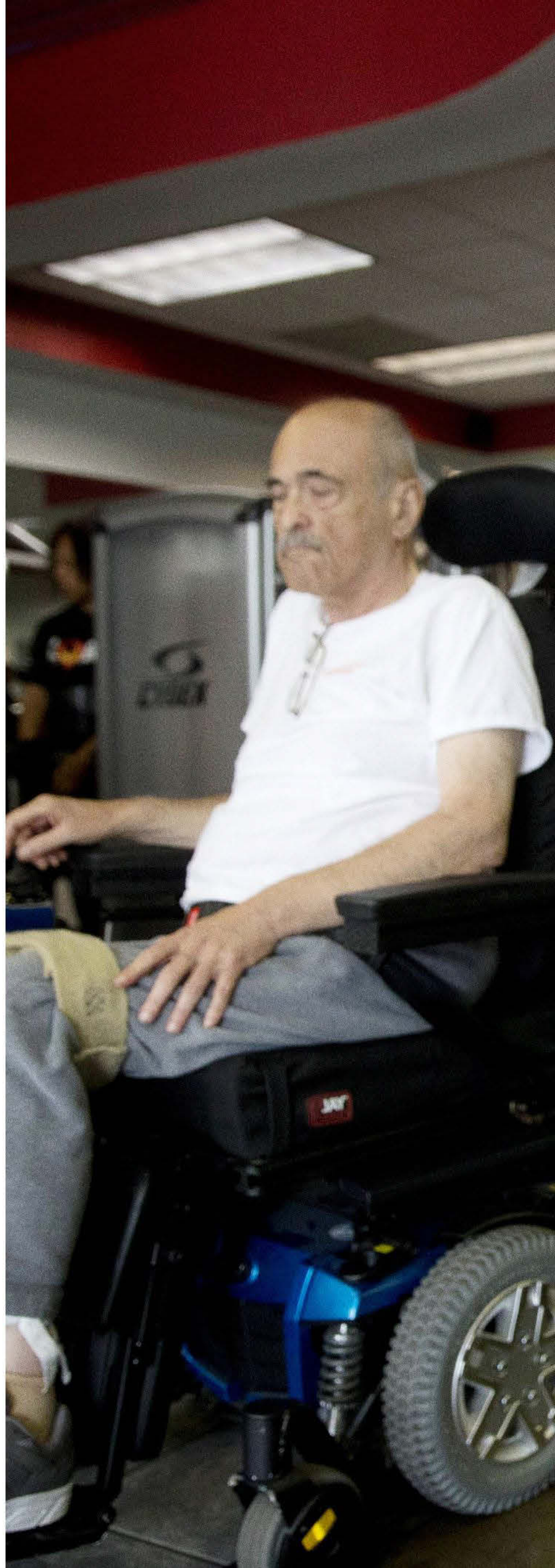
The chances of walking again, he was told, were one in a million. He eventually used that as a mantra - when people say odds are a million to one, ignore the million and focus on the one - and has learned to walk again. It began with learning to do just one thing, beginning with getting just a few muscles in an arm to work and then moving on to another task.

"At first it was even one in a million that I would feed myself, so walking seemed out of the question," said Baker, who recently completed a leg in the international Wings For Life run to raise awareness of spinal-cord research. "So after a time we learned to focus on just the one. Our approach to the whole process became just one breath, then one movement," until small victories began to add up to the larger one.

Baker, who now gets around with just a cane, emphasizes he didn't run far during his leg at last month's event; maybe just a quarter mile. One of the poster children for the event, the 36-year-old was busy welcoming others, signing autographs and posing for photos.

He walked 20 miles across the Mojave Desert last year for a documentary, tentatively titled, "Coming To My Senses," that a friend is doing on him. In previous years he bicycled across the United States - twice.

When he left the hospital after his injury, he never imagined such accomplishments.









“I was ready to drive my electric wheelchair right into the swimming pool” at the modest motel that he’d first moved to. A year earlier, he thought, he’d been a hotshot racer who had already landed a professional sponsorship.

“I mean I wanted to work hard. I wanted to overcome this thing,” he said. “But there were no other options. Insurance wasn’t going to cover any more at the hospital and local gyms weren’t adapted to help someone like me.”

His mother, having quit her job the year before to care for him, had exhausted her savings and sold her home.

Laquita Conway had her own idea about his future. She took him to the Center of Achievement Through Adapted Physical Activity, an institution at California State University, Northridge, known for its pioneering work in developing rehabilitation therapies.

She’d heard there was a kinesiology professor who had some success in working with people with spinal-cord injuries.

For 15 years, he went to see Taylor-Kevin Isaacs, the former CSUN professor.

“When Aaron told me he thought he had a one in a million chance of walking again, I told him, ‘Let’s think of grabbing onto the one and forgetting about the million,’” Isaacs said, recalling their first meeting when Baker struggled just to shake hands.

He didn’t make too many promises beyond that, but put him on a regimen stressing nutrition, flexibility and repetitive exercise.

“But the key part is human determination,” said Isaacs, adding he’d never seen anyone with more than Baker.

The outgoing but modest athlete, who proudly sports his racing tattoos, credits most of that to his mother, who wouldn’t let him roll into that

pool on the first day or let him quit exercising on any day afterward.

For her part, Conway said she never envisioned her son walking 20 miles across the desert. She just wanted him to get better.

“We just knew that if we didn’t pursue aggressive therapy all the prognoses would remain correct and Aaron would remain a quadriplegic,” she said.

There is no magical medical cure for an injury like Baker’s, in which he fractured the fourth, fifth and sixth cervical vertebrae, said Dr. Charles Liu, director of the University of Southern California’s Neurorestoration Center.

“He just kept working at it like crazy,” said Liu. “The message is you should never give up.”

Not that any of it was easy. It took Baker five days to walk those 20 miles across the desert last year. When he bicycled from San Diego to Florida in 2007, he rode a tandem bike with his mother. These days he pedals a home-built three-wheeler.

“I can ride a two-wheeler but it’s not safe for me stopping and starting,” he said. When physicians rebuilt his body, some of the nerve roots on the right side were jettisoned, leaving him with balance issues. Still, he has an even more ambitious goal in mind for next year. He hopes to climb California’s Mount Whitney, the highest peak in the continental United States.

Until then, he keeps busy at the Center For Restorative Exercise, the small gym designed for people recovering from spinal-cord and other debilitating injuries that he, his mother and Isaacs opened in 2011. He has the place festooned with motivational messages, including one counting the steps needed to get to a sushi place down the street that’s favored by some of the clientele.

“My whole process has been kind of an exception and we would like to make that the rule,” he said.



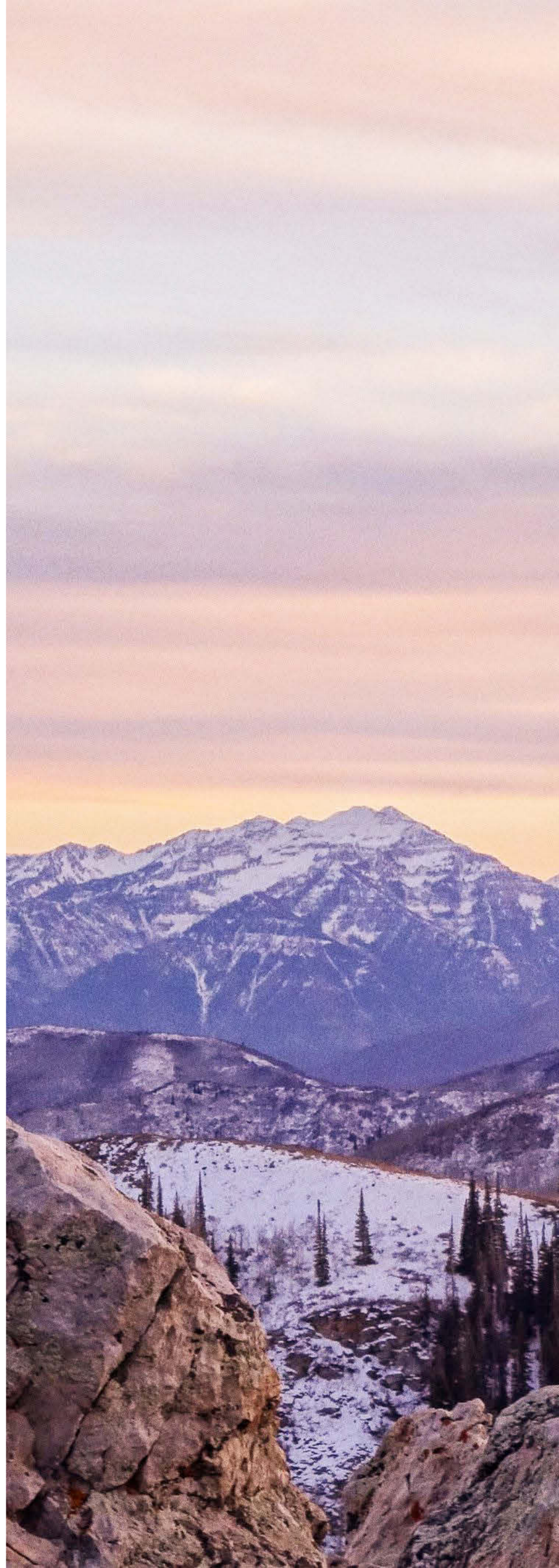


HOLLYWOOD DIPPING TOES INTO VIRTUAL REALITY WORLDS

Virtual reality is creeping into our world.

Once seen as a tool for alien-blasting gamers, movie studios, television producers and artists are now adopting the technology, which immerses people in faraway realms using bulky goggles, house-sized domes, and smartphones.

Entering a virtual world means that users who look left, right, up or behind experience an alternate environment, even when they're sitting in a theater or on a couch.









It means a horror movie can be promoted with a haunted house tour featuring a mass murderer who can spring from anywhere. Or a shark documentary enhanced by the sensation that you're being circled by predators.

What's better for jump scares than, like, turning your head and it's right in your face says Matt Lipson, senior vice president of digital marketing at Focus Features.

Virtual reality may not appear at your local multiplex soon, but it's being used to lure you there.

Universal's Focus Features recently launched its first virtual-reality experience for movies, promoting the upcoming release of its *Insidious Chapter 3* horror flick. It's driving a truck around the country, inviting fans to wear virtual-reality goggles. It's also sent out thousands of movie-branded Google Cardboard kits, which fold around smartphones to turn them into primitive VR viewers. Fans can download the app from Google Play, or the App Store, to make it work.

In the *Insidious* VR experience, viewers sit in a haunted house across from a psychic. Various scares appear from the right and left and, in the end, there is a close-up encounter with an undead serial killer known as the Bride in Black.

Lionsgate used a similar approach for its *Insurgent* movie. It applied VR to try to widen the film's fan base beyond young women, to male fans of action movies. Using VR was one way to appeal to gamers, who are mostly men and are expected to be the first buyers of VR headsets.

VR remains the realm of promotion. But content created now or for future films could also build value for home video products as more VR headsets are sold, Lipson says.

And the number of outlets for virtual reality is increasing.

Oculus VR, the company Facebook bought for \$2 billion and a leader in the VR headset market, is expected to start shipping a consumer version early next year. It's already sold 150,000 goggles as test units for content developers. Samsung, meanwhile, is selling Gear VR, which works with Galaxy S6 smartphones. Sony will release a consumer version of its Project Morpheus, which connects to its PlayStation 4, in the first half of next year.

Oculus's goal is to get headsets into as many hands as possible, says co-founder and head of product Nate Mitchell. The company set up a division of experimental filmmakers called Oculus Story Studio to help other filmmakers learn how to create VR video.

Our goal is making the Rift (headset) and virtual reality affordable, say Mitchell, adding that he hopes it becomes a technology that truly changes the world.

Facebook is testing what CEO Mark Zuckerberg calls spherical video, or a flat representation of immersive content that could be navigable by mouse on its website. Google's YouTube launched support for 360-degree video on Chrome browsers and Android phones in March and is providing VR camera rigs for its partners at its six studios. Fold-up Google Cardboard units can be bought online for as little as \$2.46.

Discovery Communications is also planning to launch VR content under the Discovery Virtual brand in August.

Teams are already shooting off the Bahamas in preparation for Shark Week in July, says Conal Byrne, Discovery's senior vice president of digital media. Fans of the series are used to watching the circling predators from inside a protective cage. But virtual reality would heighten the fear factor, as sharks could cruise by while your head is turned elsewhere.







This feels like the perfect opportunity for virtual reality to say, 'Now let's really put you inside this world,' Byrne says.

Part of the experiment is seeing what works creatively, including not making people sick. The other part is trying to determine how to make virtual reality a business, Byrne says. That could include advertising, putting commercial products inside virtual worlds, and giving fans another reason to watch TV shows.

The pressure for revenue comes second, Byrne says. The first goal is, 'Is there a meaningful content experience here for fans'

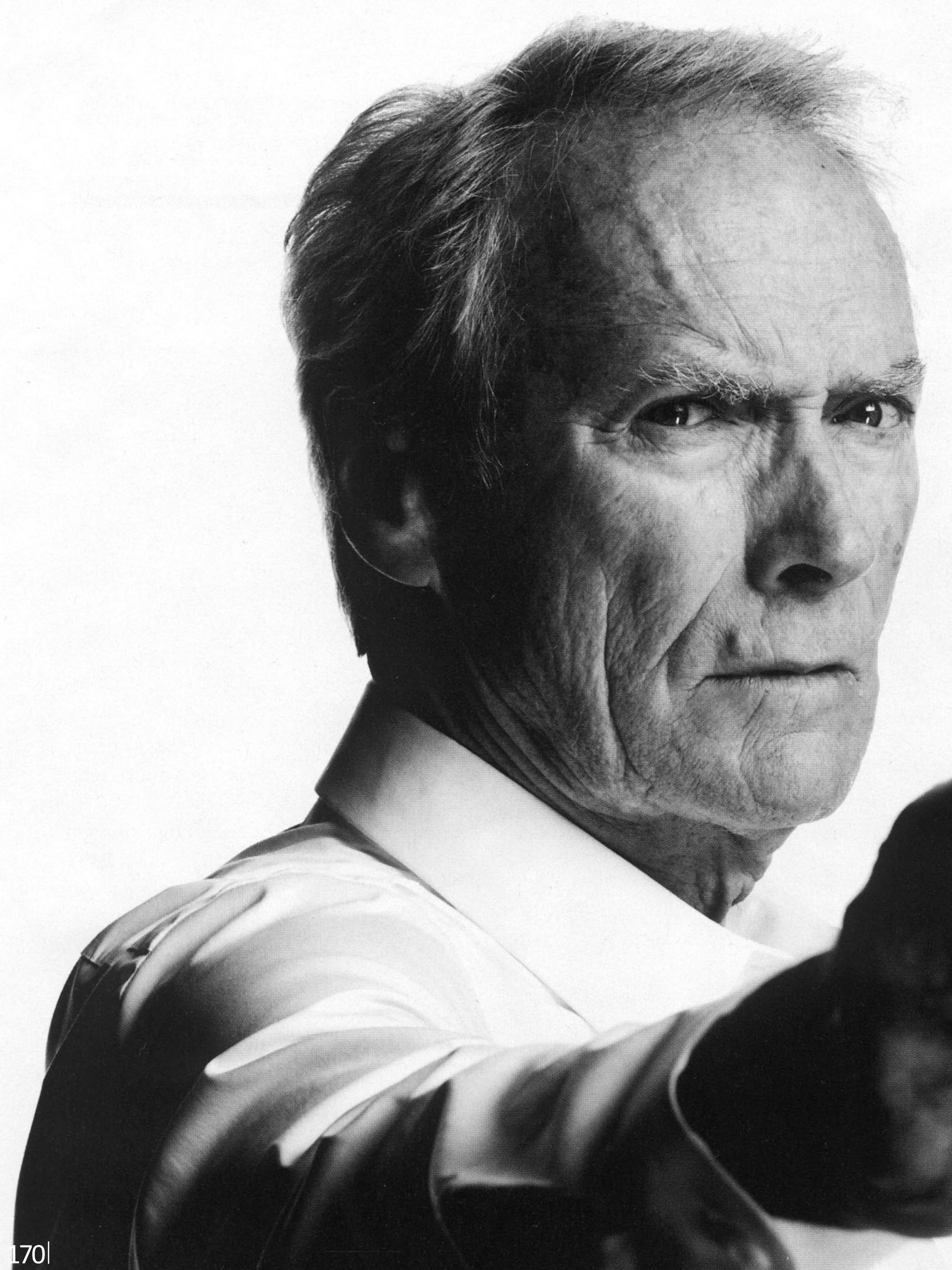
Another virtual frontier to cross is creating environments for groups, not just individuals, in the same way that theaters provide a community experience.

That possibility was tested out on a recent evening, when eight art school students gathered under a dome in downtown Los Angeles. They were preparing an immersive show projected on a 19-foot-high hemisphere.

Student Jack Turpin used video game software to create a psychedelic world of rolling mountains, beaches and palm trees. Using a controller, he transported students through the environment as if they were riding in a tour bus with a bubble glass roof. Student Jackie Tan spelled out words, forcing viewers to glance around the dome, then gave them a bug's eye-view of ice cream melting over the top of them.

It's all part of creating a new cinematic language that doesn't just play out on the screen in front of you, but is interactive and immersive, said Prof. Hillary Kapan, who put on the class for the California Institute of the Arts.

What kind of elements do you use instead of an icon on a computer How do you interact with that world he says. We're just in the beginning stages of understanding.





CLINT EASTWOOD TO MAKE BIOPIIC OF PILOT 'SULLY' SULLENBERGER

Clint Eastwood will follow his box-office sensation "American Sniper" with a biopic of pilot Chesley "Sully" Sullenberger.

Warner Bros. announced Tuesday that Eastwood will direct and produce the not-yet-titled drama as his next film. The film is to be adapted from Sullenberger's 2009 memoir, "Highest Duty: My Search for What Really Matters," which chronicled his personal history before he famously landed a US Airways plane in the Hudson River in New York in 2009.



“I am very glad my story is in the hands of gifted storyteller and filmmaker Clint Eastwood,” Sullenberger said in a statement.

It will be Eastwood’s first film after the biggest box-office hit of his career. The Oscar-winning “American Sniper,” starring Bradley Cooper as Navy SEAL Chris Kyle, made \$543.4 million globally for Warner Bros. and became the top domestic release of 2014.

The film will be produced by Frank Marshall and Allyn Stewart and penned by Todd Komarnicki. Warner Bros. has long been Eastwood’s home studio.

“Simply put, Clint Eastwood is at the top of his game, not to mention a global treasure,” said Greg Silverman, president of creative development and worldwide production at Warner Bros. “On the heels of his extraordinary work in ‘American Sniper,’ it is tremendously exciting to see him explore another captivating true-life hero.”



A black and white profile photograph of George Stephanopoulos, showing his head and shoulder. He is looking towards the right side of the frame.

DONATION LITTLE HINDRANCE TO STEPHANPOULOS INTERVIEWS

Newly declared Republican presidential candidate Lindsey Graham's interview with George Stephanopoulos on "Good Morning America" Tuesday is the latest sign that the ABC anchor's donations to the Clinton Foundation seem not to have impeded his coverage of the upcoming presidential elections.

Stephanopoulos also has interviewed declared or prospective candidates Rick Santorum, Martin O'Malley, Bobby Jindal and Ben Carson for ABC News since it was revealed last month that he had donated a total of \$75,000 to the former president's foundation and failed to inform his bosses about it.



The “Good Morning America” and “This Week” host apologized on both programs for the donation and said he would not moderate an ABC debate among GOP candidates scheduled for early next year. ABC promised to stand by its chief news and political anchor, but his three separate gifts to the foundation run by Democratic presidential candidate Hillary Rodham Clinton’s husband led some critics to suggest Stephanopoulos’ ability to fairly cover the campaign had been compromised.

His interviews since then suggest the ethical issue hasn’t been an ongoing concern.


Carson and Jindal both appeared on “This Week” this past Sunday, as did O’Malley, who with Vermont’s Bernie Sanders is one of two declared Democratic opponents to Clinton.

In the O’Malley interview, Stephanopoulos asked him how an O’Malley presidency would differ from those of Bill Clinton and Barack Obama. They discussed whether Hillary Clinton would be beholden to Wall Street interests, and O’Malley was asked to make the case about why progressives should support him instead of Sanders.

Asked about Stephanopoulos on Tuesday, O’Malley press secretary Haley Morris pointed to an earlier quote the campaign’s Lis Smith had given to CNN: “We have immense respect for him and he has always been fair.”

Santorum had questioned after the donation was reported whether Stephanopoulos should





moderate Democratic debates. But the former Pennsylvania senator appeared on “Good Morning America” with Stephanopoulos last week.

“Sen. Santorum and George Stephanopoulos have always had a solid working relationship and the senator did not have any hesitation in doing an interview with him,” said Matthew Benyon, Santorum spokesman.

Rand Paul was the only Republican candidate to publicly suggest that Stephanopoulos, who worked in Bill Clinton’s White House and first presidential campaign, made it impossible for him to be unbiased. ABC News would not comment Tuesday on whether anyone had declined to be interviewed by Stephanopoulos because of the issue.

Clinton came up during Stephanopoulos’ interview with Graham. The ABC newsman pointed out that Graham had referred to Clinton as a “national treasure” and praised her effectiveness as secretary of state. “What changed?” Stephanopoulos asked.

Santorum’s decision to go on “Good Morning America” caused some consternation within conservative circles, said Tim Graham, director of media analysis for the Media Research Center, a conservative media watchdog. That group’s founder, Brent Bozell, had called on ABC to take Stephanopoulos off campaign coverage.

Tim Graham, who’s no relation to Lindsey Graham, said that he realized that a guest spot on the top-rated network morning news program is difficult to resist. If an interview with a journalist that many conservatives regard as liberal were to become contentious, that wouldn’t necessarily be a bad thing for a GOP candidate seeking to appeal to his party’s base, he said.

“I wouldn’t advise it,” he said. “But I understand what they’re trying to do. In a Republican field this enormous, you have to do what you can.”

This image is a complex digital collage or mosaic composed of numerous overlapping covers of "Apple Magazine". The covers are arranged in a way that creates a sense of depth and movement, with some appearing closer than others. Each cover features different headlines and imagery related to Apple products and events. Notable headlines include "STEVE JOBS", "IPAD ART STEALING THE SHOW", "FLASHBACK VIRUS WHERE ARE WE VULNERABLE?", "PIGS FLASHBACK JAVA VIRUS", "DIFFERED! THE NEXT BIG THING IN SOCIAL MEDIA", "MAKING PODCASTS COOL AGAIN", "POWER ON SHOULD I OVERDO IT? CUSTOMIZATION TO USERS?", "AT THE MOVIES FROM GAME TO TV YOUR MOVIES ON THE GO", "PORTABLE TELEVISION A LOOK AT TODAY'S APPS FOR TV WATCHING", "THE BIG NEXT PLAYER SHUTTERBUGS", "THE EFFECT OF iOS & FACEBOOK ON...", "WWDC2012 A Bevy of Innovative Updates", "IOS BRINGS ENTERTAINMENT ON THE ROAD", "ETIQUETTE CIVILITY AND THE PERSONAL COMMUNICATIONS DEVICE", "HIGH 5 THE MOST ANTICIPATED GADGET OF ALL TIME", "iPhone 5 DISTINCTIVE, ALLURING, COVE-IED", "GAMING THE FUTURE OF MOBILE GAMING", "BLACK FRIDAY", "ANGRY BIRDS STAR WARS", "The New iMac APPLE UNVEILS A NEW MODERNIZED DESKTOP", "Windows 8 The Mosaic of Microsoft", "CORE iPad mini DEVICES FINALLY REVEALED", and "DEVICES". The covers also feature various Apple logos, product images like iPhones, iPads, and MacBooks, and other tech-related graphics. The overall color palette is dominated by the white and silver of the Apple logo and the vibrant colors of the magazine covers themselves.

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